CHESS PRAXIS.

A SUPPLEMENT

TO

THE CHESS PLAYER'S HANDBOOK,

CONTAINING

ALL THE MOST IMPORTANT MODERN IMPROVEMENTS IN THE OPENINGS, ILLUSTRATED BY ACTUAL GAMES, A REVISED CODE OF CHESS LAWS, AND A COLLECTION OF MR MORPHY'S MATCHES, &c, IN ENGLAND AND FRANCE;

BY

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PREFACE.

More than twelve years have elapsed since the publication of my "Chess Player's Handbook." In the interval, through the medium of periodicals and Associations, a knowledge of Chess has been so widely diffused, that the game now occupies perhaps a more prominent position among sedentary recreations than at any former period.

One consequence of this enlarged activity in the cultivation of Chess-playing has been the introduction of many changes in its elementary formulæ. Certain systems of attack which were thought to be irresistible a few years ago, are now regarded as defective, and some lines of defence which the best authorities then deemed impregnable, are found to have their vulnerable points. Even in those Openings of which the general principles are perhaps immutable, modifications have been suggested that materially affect their operation.

A leading object of the present work is to exhibit all the most essential novelties in the Openings and to demonstrate by analysis, as well as by examples derived from practical play, what among them are really entitled to be received as improvements. No modern variation of importance has I believe been overlooked, but it must not therefore be inferred that *Chess Praxis* has any pretensions to be considered a complete treatise on the science. In its theoretic character it is to be looked upon only as a supplement to

the "Handbook," and it should be studied mainly in conjunction with that more elaborate work. At the same time, I may be permitted to hope that the copious selection of illustrative games, more particularly those in the Appendix, will give it a practical value and authority altogether independent of any predecessor.

In explanation of the delay which has arisen in the appearance of this volume, I may be excused for saying that almost from the period of its projection my time and energies have been engrossed by graver matters than the game of Chess, and that I have rarely been enabled to spare more than a few hours at a stretch, and those at long intervals, in its preparation. So restricted and so desultory, in fact, have been my labours on it, that but for the friendly and valuable assistance of the Rev. W. Wayte, of Eton, and Mr. E. Walker, M.A., of Trinity College, Cambridge, in everything that relates to the Openings, and of Dr. Freeman, in translations, transcriptions, and suggestions for the revised Code of Chess Laws, the undertaking would have been indefinitely protracted.

H. S.

London, January, 1860.

INTRODUCTION

TO

THE REVISED CODE OF LAWS.

THE circumstances which have caused the following pages to be submitted to the Chess Players of this country, cannot be better stated than in the subjoined extracts from the introduction to Mr. von Heydebrand der Lasa's treatise on the same subject:—

"A desire for a revised code of Chess laws has of late been frequently expressed, especially in the German Chess organ, the *Berline Schach-zeitung*. Although there prevails among experienced players such an understanding respecting the principal rules and customs, that those of all countries except Italy, can play together without difficulty; it is nevertheless desirable that we should possess a complete code, universally recognized in all its details, and offering a ready decision on every difficulty. A general, and as far as possible, complete Chess code, even if we cannot effect an agreement with the Italian players, would be a great advantage to the present generation, and would probably settle the laws and customs of the game to the remotest futurity. But, in order that such a code may remove all present local differences, it must be distinguished by applicability and require no considerable innovations. And it must be recommended by the well-known experience and general authority of its propounders. We trusted to have found these two last requisites united at the London Chess Tournament of 1851. But circumstances prevented

the distinguished players then assembled from holding a conference on the laws of the game.

"A large assembly of English amateurs at Manchester in 1853, under the name of the 'Northern and Midland Counties Chess Association,' again brought the matter under consideration. Mr. Staunton, the eminent player and writer, was there deputed to prepare a new code for the next meeting of the Association in Liverpool, and to put himself in communication with the celebrated Russian analyst, Herr Hofrath von Jaenisch, and with the author of these pages, respecting the proposed alterations and generalization of the rules.

"Herr von Jaenisch has expressed his views in the rules established by him at St. Petersburgh, in his character of Secretary to the Chess Club there; a French version of them has been published, with copious explanations. The proposals of his German colleague are contained in the present sketch. The English proposition is to be expected in the spring."

It is unnecessary to enter into particulars respecting the delay which has taken place in the appearance of the "English proposition." Suffice it to state that a sketch was submitted to the Northern and Midland Counties Association at its Leamington Meeting in 1855, and that the Association then appointed a Committee to confer with the author and report the result to the next meeting. But the subject was found too extensive to be dealt with satisfactorily in that manner, and it has been thought preferable to bring it before the members of the Association and other Chess-players in the present form.

It only remains therefore to offer a few lines of explanation as to the manner in which this code has been constructed, and as to the course adopted in one or two particulars. The first object has been to reduce Chess laws into something like order. The Legal Definitions, as the groundwork on which the whole rests, cannot properly be omitted from a code which professes completeness, and they necessarily take the first place. The Fundamental Laws, comprising the grand rules which constitute the very game itself, arise out of and are naturally associated with the Definitions. The Regulations of Play follow next, and they

resolve themselves into those of the regular game and those of games played in a peculiar manner. In former codes, and in those proposed by Heydebrand and Jaenisch, these several parts are mixed together, and, although that plan has a certain advantage in point of brevity, it seems decidedly inferior to the present in respect to clearness and facility of application. Moreover, when once the laws are systemized, *they are much more easy to examine and amend.* No one who has not made the attempt can have any idea how difficult it is to seize all the points of propositions thrown together without order, where it is necessary to study the whole before you can feel certain of comprehending what is laid down respecting any particular question. In the present treatise, each part can be examined by itself, and those disposed to criticise and suggest will find the assistance of method of no slight value. "Order brings all things into view," is an observation of which the writers of previous codes have been generally unmindful.

The next object has been to supply as many practical details as possible. In this respect the existing English laws are particularly deficient; numerous cases may arise which our present regulations make no provision for. To *say nothing of the games now so frequently played at* Odds, by Correspondence, and in Consultation, which are almost totally ignored in our rules, there are many points which may arise in the ordinary game on which the law has hitherto been silent. The case has frequently occurred that a player has *touched* one of the adverse men, for instance, and, before touching the one of his own with which he intended to take it, has discovered that the capture would be a blunder. Let any one examine the present English laws and say whether they apply to such a case.

A third principle has been to expunge all illegal moves from the game. These are moves which violate the fundamental laws of the game; moves which nullify the principle on which Chess is based. By the present law, a player who makes an illegal move, might, with glaring inconsistency, be compelled to leave the piece in its *abnormal position*;—*that* is to say, leave it where the fundamental theory of Chess forbids it to be placed. This is to make laws contradict themselves—to legalize what is essentially illegal—to cancel

regulations simply because they have been violated. The Code now submitted to the world abjures all *false* moves and prohibits their existence under any circumstances whatever.

The fourth point to which attention has been directed is the subject of Penalties. The touch-and-move principle, combined with liability to move the King, undoubtedly provides ample penalty for error in a move or capture, where the man is legally moved and has the power of being played elsewhere, or the capture irregularly but not illegally made, can be otherwise effected. In either of those cases, to give the adversary a right of requiring the move or capture to be actually made, the man to be played elsewhere or the King to move, is to inflict on the offender a penalty of such severity as will usually cost him the game. But in case the Piece moved has really no move or that captured cannot actually be taken, it seems necessary to provide some stringent regulation also.

Mr. Jaenisch has adopted and very ably expounded the doctrine of excluding all illegal moves and penalties, while Mr. Heydebrand has abided by the existing Rules. It is not to be assumed, from this, that the latter approves of these rules, as he evidently does not of everything he has adopted. He says distinctly in his introduction, "we have confined ourselves as much as possible to existing regulations, and have not intentionally sought after novelties. In certain cases, where our opinion is not entirely favourable to a rule usually adopted, we have stated such to be the case, but have accepted the rule." Mr. Jaenisch, on the other hand, has boldly put forward his own views, and there is little doubt that his distinguished German colleague would agree with him on some points wherein they now differ, if he thought they were likely to meet with general approval. In the present proposal, everything that appeared to be an improvement has been adopted from both writers, without regard to the prejudices of any party. It has not, however, been thought necessary to quote the opinions of these authorities, except where they proposed something new or divergent from those now suggested. Where that is the case, the differences have generally been indicated in the notes.

The laws adopted by ancient Chess writers, applying to a state of society essentially dissimilar to the present, have not been found of sufficient value to deserve very frequent citation. But they have been none the less carefully examined. Of the distinguished Oriental scholars who have turned their attention to the origin and early history of Chess, from Hyde to Forbes, none has succeeded in discovering any set rules by which the practice of the game was governed, either in India or in Persia. That some such prevailed, there can be no reasonable doubt. The exquisite specimens of Chess strategy which have come down to us from the East, the admirable nicety with which the Oriental Shagirds adjusted the scale of odds in play, denote the very highest finish and refinement, and forbid us to believe that players so accomplished in all the esoteric excellences of the game could have been indifferent to its external policy. But of such regulations, interesting from the light they might throw on the customs of the Eastern amateurs, and important as they would be in forming the basis of a code for European practitioners, we unfortunately know nothing. We are equally in the dark, too, when we descend to the introduction of the game into Europe. The early Latin, Spanish, Italian, and French MSS. on Chess consist for the most part only of problems and ingenious subtleties, or moralizations. We discover no trace whatever of Laws. Nor, indeed, until the introduction of printing, do we find anything like a Chess game.

The following is a list of the various codes of Chess Law, which have been consulted in preparing the present treatise and the treatises of MM. Heydebrand and Jaenisch :—

Rui Lopez, 1561, which forms the groundwork of all subsequent Chess codes.

The Rules of Chess of the Imperial Court of Germany, 1577.

Carrera	..	..	1617
Greco	..	..	1621
Del Rio	..	..	1750
Cozio ..	..	..	1766
Café de la Regence ..		..	1775
Philidor	..	..	1777
Ponziani	..	..	1782

Allgaier	..	..	1795
Petroff	..	..	1824
La Bourdonnais	..	..	1838
London Club	..	..	1844
Walker	..	..	1846
Bilguer and Heydebraud	..		1852

In addition to these Rules, information has been sought in the less accessible pages of Lucena, Damiano, Gianutio, and Salvio. So that, if any deficiencies are discovered in the treatise now offered, they will not be ascribable to a want of research. But it must be admitted that what we require is practical regulation for the present game, rather than curious researches into ancient records. And this it has been my chief object to supply.

Every information will be found in the notes respecting *Notation*, *Castling*, *Taking a Pawn in Passing*, *Queening a Pawn*, and *Penalties*, which are the points of most interest arising out of this investigation. On questions which have occasioned so much controversy, and which are so far from being finally determined that some of them still constitute the basis of schisms in the Chess community, it has been thought proper to give all the leading arguments on either side. The conclusions adopted must be looked for in the text.

In many Chess writings, the term "Piece" has been used to signify both Pawns and officers. On the present occasion a more exact language has been employed, and the terms "Piece" and "Pawn" have been strictly confined to their own special meanings, the appellative "Man" being used to describe the forces in general. As the word "Piece" really signifies either King, Queen, Rook, Knight or Bishop, it cannot be used to imply Pawns as well, without a certain amount of confusion or ambiguity.

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THE LAWS OF CHESS

AND

REGULATIONS FOR PLAYING.

Chapter I

FUNDAMENTAL LAWS OF CHESS AND LEGAL DEFINITIONS.

The Chess Board.

The Board must contain Sixty-four squares in eight lines of eight squares each, alternately coloured light and dark. The horizontal lines of squares are termed "ranks," and the vertical lines "files." During play, the board must be so placed that each combatant has a white square in his right hand corner.

The Chess Men.

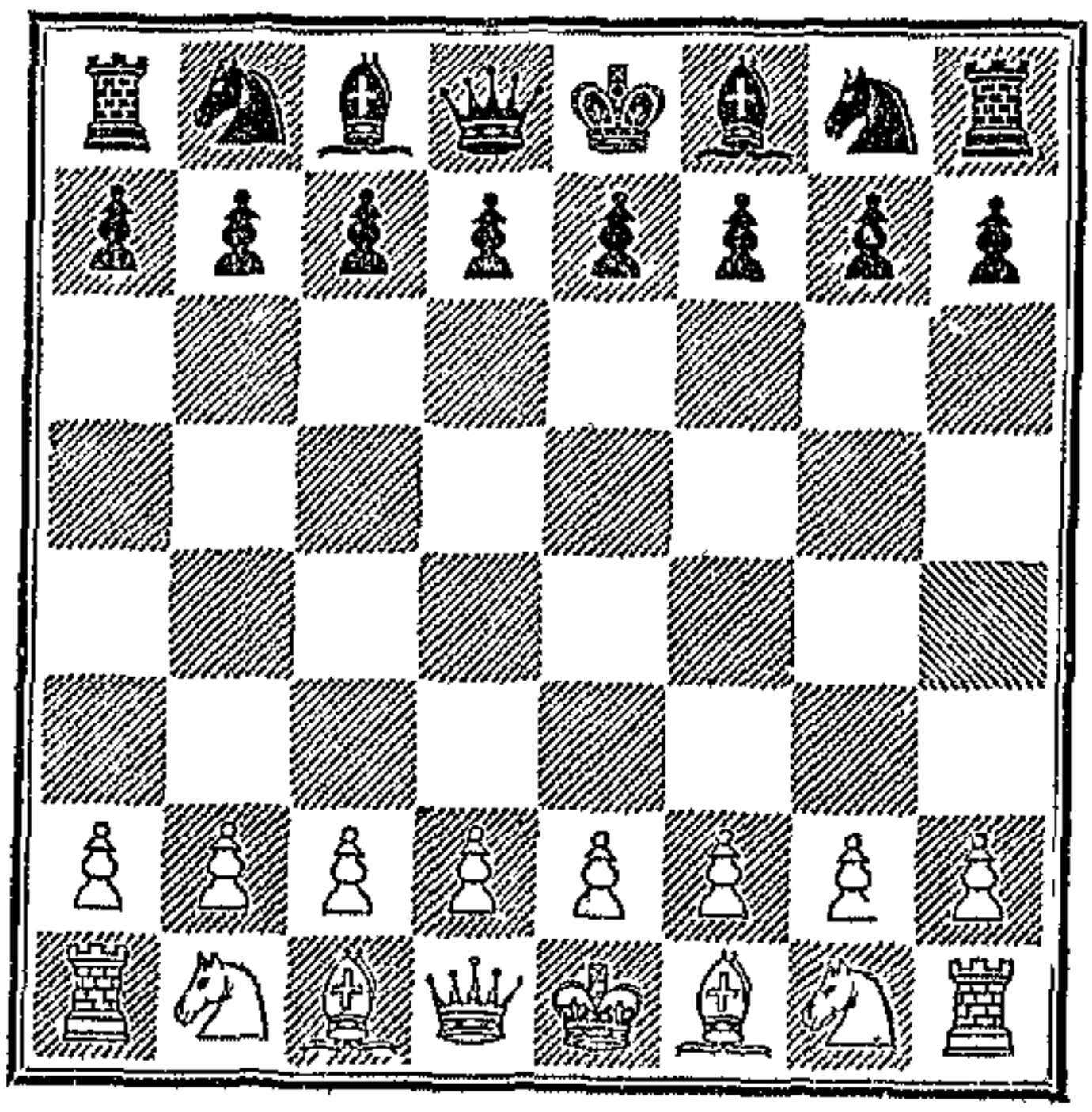
The Chess Men must consist of sixteen for each player, eight superior, called "Pieces," and eight inferior, called "Pawns," and they must, for distinction, be of a light colour for one player, and of a dark colour for the other: the one being termed "*White*," and the other "*Black*." The eight Pieces for each party must consist of one King, one Queen, two Rooks (or Castles), two Bishops, and two Knights. The Pawns take their names from the Pieces before which they stand.

Position of the Chess Men.

Before commencing an equal game the Chess Men must

be arranged in the positions depicted on the following diagram; that is to say, the White King must occupy the fourth square from the player's right hand corner, the Black King must occupy a corresponding square on the Black player's *left* hand. The White Queen must occupy the fourth square from the player's left hand corner, and the Black Queen the *fourth square from the player's right hand corner. A Bishop* must occupy a square next to each King and to each Queen, a Knight next to each Bishop, and a Rook must occupy each *corner square next to a Knight. The effect will be that each* King stands on a square of a colour different to his own colour, and each Queen on a square of her own colour; each player will have one Bishop on a white square, and one on a black square; and the several pieces of each player will exactly face those of his opponent.

BLACK.



WHITE.

Moves of the Chess Men.

All the Pieces may move backwards or forwards indifferently. The Pawns can only move forwards.

The King.

The King can move to any square adjoining the one on which he stands, in every direction, vertically, horizontally, or *diagonally*, provided he does not thereby place himself in check, and once in every game he has the privilege of a peculiar move, described under Castling, page 6.

The Queen.

The Queen can move in the manner of the Rook and Bishop combined.

The Rook.

The Rook can move over any number of continuously unoccupied squares, either horizontally or vertically, that is, either along "ranks" or "files."

The Bishop.

The Bishop can move along any number of continuously unoccupied squares, in a diagonal direction, always ranging on squares of the same colour as that on which he originally stood, and neither traversing ranks nor files.

The Knight.

The Knight can move on to the third square, from and including the one on which he stands, and always on to a square of a different colour to that he leaves. His leap may be described as *over* one square forwards, backwards or laterally,

to one square obliquely beyond. He has the power of making this move, whether the intervening square be occupied or empty.

The Pawns.

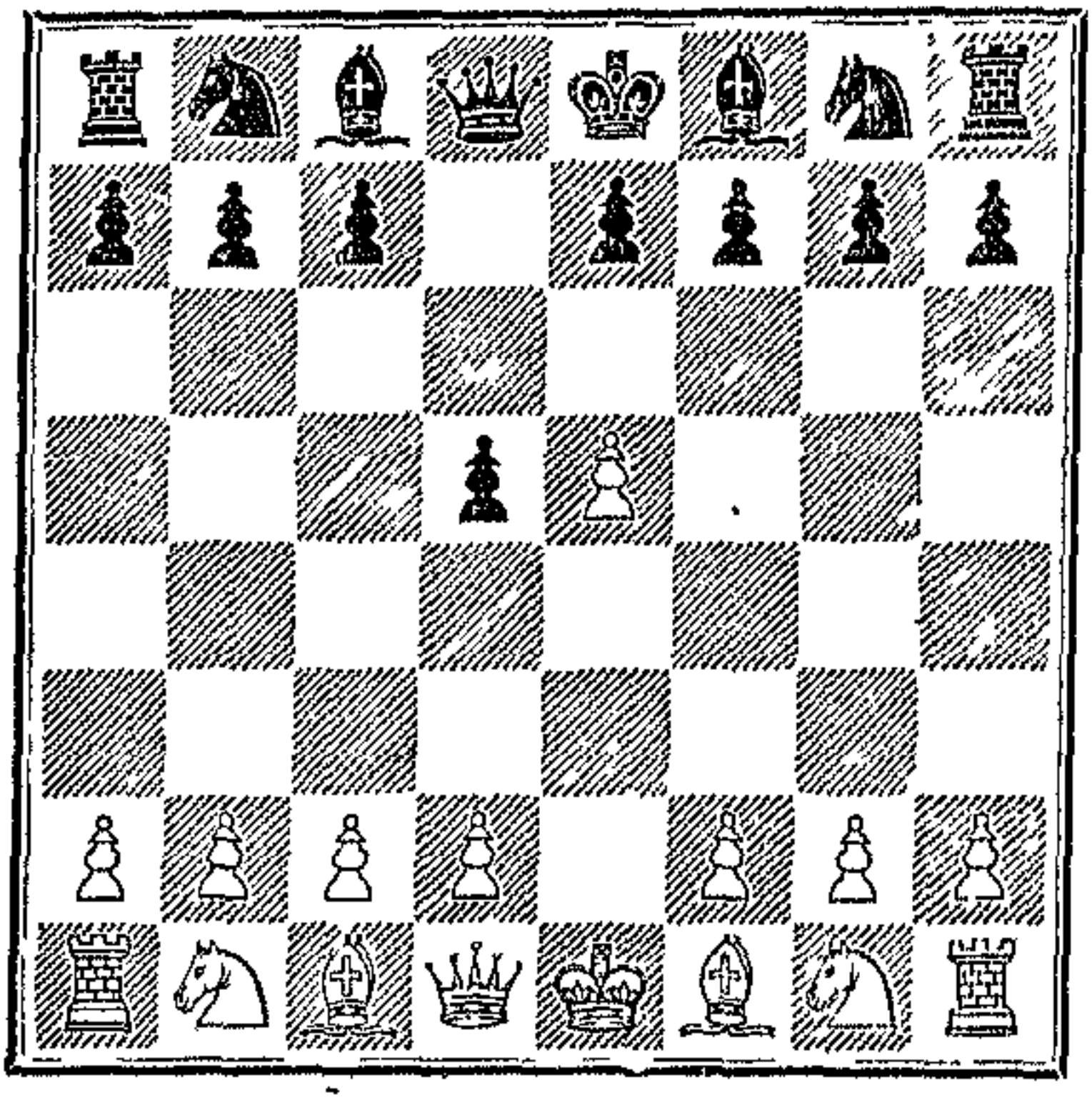
The Pawns move, at first starting, either one square or two squares (provided, in the latter case, the intervening square is not occupied), and, on all subsequent moves, one square only, in a vertical straight line, always continuing on the same file as that on which they were originally placed (except when capturing an adverse Man), and always moving forward. The Pawn has a peculiar privilege, which is described under the heading "Queening a Pawn," page 6.

Power of Capture.

When a player takes an adverse Man he removes it from the board, and places his own which took it on the square it occupied. The only exception to this rule is, when one Pawn takes another *in passing*, as described below. Each Piece can take an adverse Man (always excepting the King who can never be captured) that occupies a square on to which he may be legally moved.

The Pawns do not capture in the line of their movement, but take only on the next square forward diagonally, to the right or left. When a Pawn is played two squares at his first move, any adverse Pawn which has reached the fifth square of his file may, on the move in reply, but not later, take such Pawn in the same manner it could have done if it had only been moved one square, this is called *taking in passing*, and is exemplified in the following diagram, where if Black choose to play his King's Bishop's Pawn two squares, White may take it off the board and place his King's Pawn on Black's King's Bishop's third square, exactly as if the Black Pawn had only been moved one square.

BLACK.



WHITE.

Power of Attacking, Checking and Guarding.

Every Man attacks, checks, and guards the squares on which he could legally capture an adverse Man, from the position he occupies.

The Move and Forced Move.

"*A move*" *is the transfer of a Man from one square to* another. "The move" implies the right or turn to play at a *particular time. A "forced move" is when a player can* only make one move, and the taking a Pawn in passing is to be *considered a forced move when the player has no other.* Castling is the only occasion on which more than one Man is moved at a time.

Queening a Pawn.

When a Pawn has reached the eighth or last square on its file, it immediately assumes the name and power of any Piece its player may select, except a King, whether such Piece have previously been lost or not; and, if the player does not select a Piece, such Pawn is always to be considered a Queen. It follows, therefore, that a player may have more than one Queen, or more than two Rooks, Knights, or Bishops on the board. No penalty attaches to a player's accidentally selecting a Piece of his adversary's colour.

Castling.

Castling is an operation each player is privileged to perform, under the conditions mentioned below, once in every game. It is effected on the King's side by moving the King to his Knight's square, and the King's Rook to the King's Bishop's square; on the Queen's side, by placing the King on the Queen's Bishop's square, and the Queen's Rook on the Queen's square. A player can Castle only under the following stipulations:—1. When neither the King nor the castling Rook has been moved. 2. When the King is not at the time in check. 3. When all the squares between the King and Rook are unoccupied. 4. When no hostile Piece or Pawn attacks the square on which the King is to be placed, or that he crosses over.

Check.

A King is said to be "in check" when he is on a square attacked by an adverse Man. A player is said to "give check," when he moves a Man on a square from which it attacks that occupied by the adverse King, or when he moves one of his own Men which previously interposed between the adverse King and such attacking Man. The latter is termed "check by discovery." And when the Man, whose removal opens the discovered check, gives also check itself, the move is called "double check." A King must never move into check, must never be placed in check by the removal of the player's own Man which screened him from check, and must never be allowed to remain in check.

False Move and Illegal Move.

A false move is one which transgresses the primary laws of Chess, as playing a Rook like a Knight, or a Bishop like a Rook, &c. An illegal move is a move played contrary to the established rules of play, as placing the King in check, castling wrongfully, &c.

J'adoube.

This expression is used to signify that a player touches a Man for the purpose of adjusting it, but not with the intention of moving or taking it. Its place may be supplied by any other words to the same effect.

Giuoco a Monte.

This is a term implying the retracing of certain moves which have been made after an unnoticed illegality has been committed—such as leaving a King in check, castling in defiance of the established conditions, and so forth.

Annulled Game.

An Annulled Game is one which, for any reason, has not been played out. It is to be treated in every respect as if it had not been played at all. Games are usually annulled in consequence of an error in placing the Men, or of some violation of the fundamental principles of the Game which cannot be otherwise provided against. Irreconcileable disputes may also lead to the annulling of a game.

Drawn Game.

A Drawn Game is when neither player is able to win. It may arise from Stalemate, Perpetual Check, and repetition of the same moves or the same line of play on either side, or from a deficiency of force, position, or skill to accomplish Checkmate.

Stalemate.

A Stalemate is when a player, whose King is not in check, and whose turn it is to play, has no move except such as would put his King in check. In which case the contest is at an end, and it is called a Drawn Game.

Checkmate.

When a King is in check and can neither move out of check, take the checking Man, nor interpose a Man of his own to cover the check, the game is over and lost by the player who is thus legally checkmated.

NOTES AND OBSERVATIONS ON CHAPTER I.

The Chess Board.

The colour of the squares on a Chess Board is not material to the game. The moves, powers, and relative operation of the Men would remain the same if the squares were all of one colour, and were merely described by intersecting lines. Indeed, the practice of colouring the Board is of modern introduction. But the alternation of light and dark in the colour of the squares is of great service in point of convenience. The move of the Bishop is rendered much more easy when the Piece can only glide along squares of the same colour, and the peculiar move of the Knight would be a source not only of additional trouble, but of frequent mistakes, were it not assisted and checked by the invariable change which the Piece makes in the colour of the squares whenever it is played. The same observation applies, though in a less degree, to the other Pieces, and also to the Pawns. The legality of their march and of their capture would be much more liable to violation, and the cause of many more disputes, if both the player and the adversary were not assisted by the alternating colour of the squares, in making and watching the moves.

The uniform position of the Board during play is only required by established usage. The game would proceed exactly as it does now, if the opposite practice were adopted in this respect. It is, in a measure, necessary to have some fixed rule for the position of the Board, because the action of the Queen, the Bishops, and the Knights would be, as it were, reversed, by adopting sometimes one position and sometimes the other, and such a practice would interfere with the definite position of the King and Queen. This would prove to be a cause of confusion and mere

mechanical difficulty, which ought to be as much as possible excluded from a game of pure skill. *For this reason, it is customary to adopt a certain* position in all games, and that provided in the text is the one universally established. *It is this position of the Board which occasions the King* to occupy a square of an opposite, and the Queen of the same colour, as its own. *"Rex alter in albo, servat regina colorem."*

It may be observed here that M. Jaenisch omits all these fundamental laws from his code, with the exception of Castling, Queening a Pawn, the capture in passing, and one or two other particulars which have usually occupied a place in Chess laws, although belonging rather to the Institutes than to the Regulations of the Game.

M. Der Lasa, on the other hand, has devoted his first three sections and a diagram, to describing the Board and the Men, with their order of progression and mode of capture. He observes in a note: "the definition of the ordinary progress and capture of the Men, as given in section 3, are omitted in all previous codes, inasmuch as they have been supposed generally known. We have briefly stated them for the sake of completeness. A person can thus comprehend the rudiments of the game from the laws, without other assistance."

It certainly is essential to the completeness, if not to the consistency of a code, that it should contain these fundamental provisions. Why should we state so particularly what is to happen when a Pawn reaches its 8th square, for instance, and pass over in silence the rights and powers which enable it to get there? And why describe so carefully the capture in passing, and leave every other capture unmentioned? The one point is as "generally known" as the other, and it can only be ascribed to a kind of *caprice in the framers of laws, that they have so pertinaciously admitted* some and excluded others of these fundamental definitions, in drawing up *their several codes.*

The Chess Men.

There is no occasion to define the form of the Men. A certain fashion is now established, uniform enough on the whole, but which will always present shades of variation, according to the ingenuity of the makers and the taste of the day. It is probable that, in early times, the Men were all of one form, and distinguished from each other merely by marks indicating their various powers. Of course the distinction of light and dark in the colour of the Men is intended solely to denote which belong to each player.

It would be an improvement if the Pieces could be named alike in all countries, instead of possessing a different name in almost every language. In a special department like Chess, the nomenclature ought to be universal.

The King.

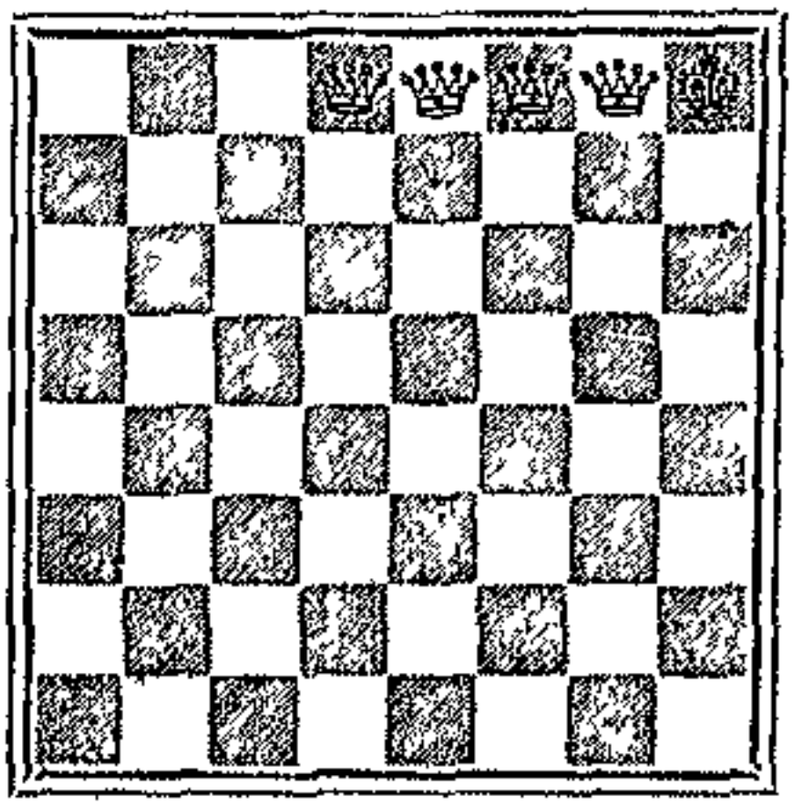
The move and power of the Chess King appear to have undergone no change from the earliest times beyond the commutation of his ancient leap into the privilege of Castling. (See "Castling," p. 46.

The Queen.

This Piece, now by much the most powerful of any on the Chess Board, was formerly the weakest, as she could then only move to the next square diagonally forward or backward to that on which she stood, except at her 1st move, when she was privileged to spring two squares from the one she occupied in any direction. The exact period when she, in common with the Bishop, acquired additional power has yet to be discovered, but from the circumstance that Lucena, whose work was published in 1495, recommends the student to learn both the old game (*viego*), and the new (*la dama*), that one half of his problems are constructed upon the principles of the old game, and that in a MS. collection of Problems of the 15th century, found in the Ducal Library at Florence, a portion of the stratagems are based upon the ancient manner of play, and others upon the new (these styled *rabbiosa*), we may infer that the change took place some time in the 15th century.

The following curious stratagem which is found in the earliest copies of the MS. of Nicolas de S. Nicolai, probably of the 13th century exemplifies the antique move of the Queen very strikingly :—

BLACK.



WHITE.

White is to mate the Black King in seven moves, which he effects thus:—

1. $\frac{Q \text{ from K Kt 8th to Kt's 6th}}{\text{K. to Kt's sq *}}$.
2. $\frac{Q \text{ from Q. 8th to K's 7th}}{\text{K. to R's sq.}}$.
3. $\frac{Q \text{ from K 8th to K's 6th}}{\text{K to Kt.'s sq}}$.
4. $\frac{Q \text{ from B's 8th to R's 6th}}{\text{K. to R's sq.}}$.

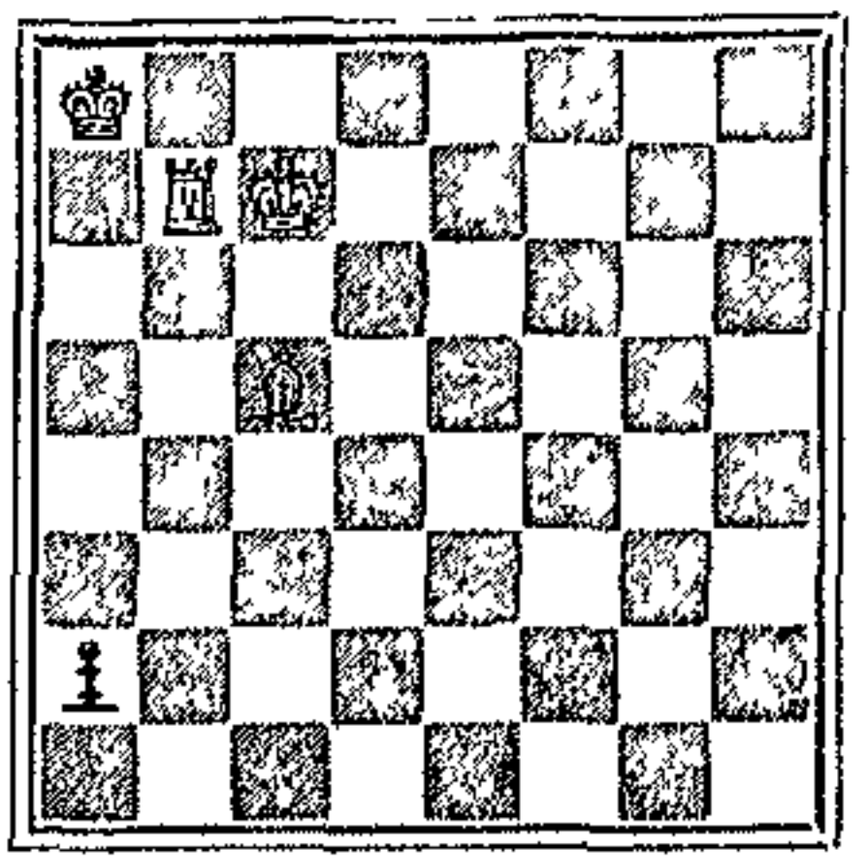
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* The reader must bear in mind that in the ancient game the Queen only attacked the *next* squares *diagonally* to the one she occupied. The King here is not, therefore, in check, as he would be in the modern game.

5. $\frac{\text{Q from K 7th to B's 6th}}{\text{K to Kt 's sq.}}$, 6. $\frac{\text{Q from K 6th to B's 7th (ch)}}{\text{K. to B sq or to R's sq.}}$.

7. $\frac{\text{Q from R 6th to Kt 's 7th}}{\text{Mates}}$. We have in this solution examples both of the ordinary move of the Queen and of her exceptional move. The latter it must be remembered was allowed only when she *first* moved, so that in the present position, being the end of a game, we are to understand the four Queens are all promoted Pawns, and *are about to make their first move.* This problem solves another difficulty which writers have found in accounting for the privilege accorded to a Queened Pawn in some countries, of leaping back to the 3rd square,—the Germans' "joy-spring," which we now see is nothing more than the ancient Queen's first move. As an illustration both of the Queen's and the Bishop's move in the primitive game, we append another diagram from the same MS.

BLACK.



WHITE.

The conditions of this elegant stratagem, are that White having to play, is to mate the Black King on his Q's Rook's 2nd square with the Bishop. The solution is as follows :—1. $\frac{\text{R to Q Kt 's 2nd}}{\text{P. Queens}}$. 2. $\frac{\text{R to Q R's 2nd (ch)}}{\text{Q to Q R's 6th*}}$, 3. $\frac{\text{B. takes Q}}{\text{K. to Q. R's 2nd}}$. 4. $\frac{\text{B to Q B's 5th}}{\quad}$, giving double check and mate.

The Rook.

The powers of this valuable Piece, the name of which is probably derived from the Sanskrit *Roka*, a "Ship," are the same as they were in the remotest ages of Chess history.

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* The privileged leap.

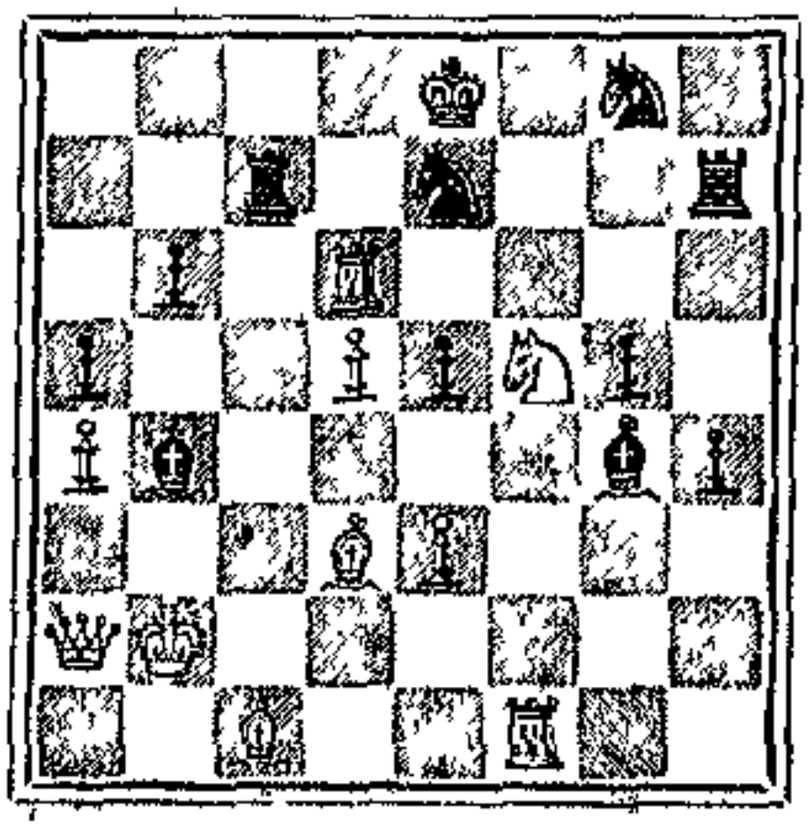
The Bishop.

In his learned and entertaining disquisition on the origin of Chess, Dr. Forbes describes the Mediæval move of the Bishop thus: "The *Fil*, which we call Bishop moved two squares diagonally. He attacked and commanded only the square next to him but one: he had no power over the intermediate square: hence his attack, like that of the Knight, could not be covered or warded off by the intervention of another Piece. It will be found by a slight inspection, that his power extended over only seven squares of the Board (one leap of two squares at a time), besides the one on which he originally stood. It will also be found on examination that each of the four Bishops had a diocese of eight particular squares for himself, out of which he could never move. It so happened also that the eight squares belonging to any one Bishop never fell within the range of any of the other three! hence a Bishop could never by any chance encounter an adverse Bishop, even when running on the same colour. Here we throw light on a line of the older Latin poem in Hyde:—

'Firmum pactum Calvi tenent neque sibi noceant.'"

As illustrative of the Bishop's move, Dr. Forbes gives the following end game by Adali, an Arabian player of the highest class, who flourished in the first half of the 10th century. It is extracted from an oriental MS. belonging to the Asiatic Society:—

BLACK.



WHITE.

White to play, and mate in eight moves.

Solution.

WHITE.	BLACK.
1. Kt. to K. Kt's 7th (ch.)	1. R. must take.
2. R. to Q's 8th (ch.)	2. K. takes R.

3. R. to K. B's 8th (ch.)
4. K. B. to Q. Kt's 5th (ch.)
5. R. to Q's 8th (ch.).
6. R. takes R. (ch.)
7. B. to Q. R's 3rd (ch.)
8. Q. to her Kt's 3rd (mate)

3. K. to his Q's 2nd.
4. K. to Q's 3rd sq. (he must.)
5. R. interposes (best.)
6. K. to his K. B's 4th.
7. K. to his Q. B's 5th.

The Knight.

The move of the Knight, like that of the King and Rook, has remained unchanged through all time. It appears to have been supplementary to those of the other Pieces, comprehending just those squares which no other similarly placed could command.

The Pawns.

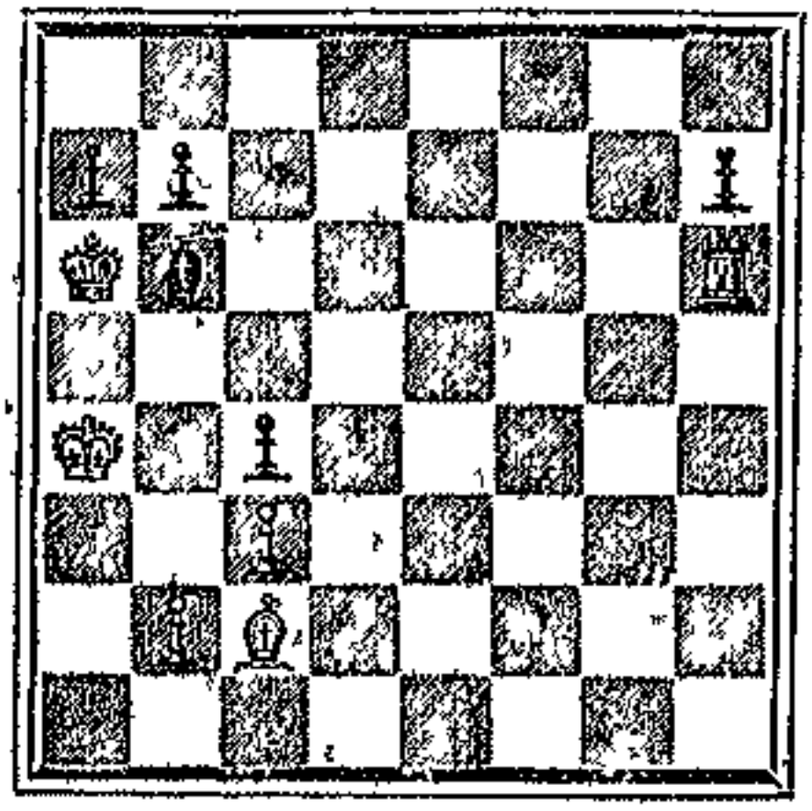
In his Treatise on the Laws, Mr. Jaenisch observes: "Many amateurs maintain that, anciently, the Pawns could never move more than one square at a time, and that it was only more recently, for the sake of giving life to the game, that they were permitted to advance two squares on their first move. This assertion is not founded on positive data, for the oriental usages cited in its support vary with the localities and the players themselves; *it must be admitted, therefore, that this doctrine has only arisen* from the difficulty of explaining the difference in the march of the Pawn, at the commencement and in the course of its movements. Now, this difficulty is entirely removed by the following passage in Cessoles (Italian Edition, 1829, p. 134), 'Tutti i popolari hanno uno andare al terzo quadro dal primo dov'elli stanno, in cio che quasi come sicuri si confidano fra' confini del reame: ma quando sono fuori de' termini del reame, d' uno quadro stanno contenti, e sempre vanno retti in su, e non tornano in dietro,' &c. Cessoles then explains how the Pawns are Queened, and how they capture diagonally, right and left, but never backwards. The following is a translation of this passage, as literal as possible. 'All the Pawns have the right of moving to the third square from that they first occupy, as if they felt secure while within the limits of their own kingdom (that is, the half of the board assigned to each player); but when they are beyond these limits they must be content to move only one square, and must always go straight forward, and never retrace their steps.' *The law which permits the Pawns to be played two squares at their début* flows naturally, therefore, from the ancient idea, which supposed the Chess Board to be divided into two belligerent kingdoms; it is very probable, therefore, that this law may be assigned to the highest antiquity. The march of the Pawns, as given by Cessoles, is, at any rate, the most ancient known in Europe, for this author is of the 13th century, and the march which he assigns to the Pieces is also the ancient one, though since modified in many points. The Spanish writer Lopez, of

1561, who describes all the differences between the ancient game an the modern, gives the same rule as Cessoles for the march of the Pawn and the same reasons in support of it (Italian Translation of Lopez pp. 9 and 22), without mentioning any where that it was previously mor restricted. Had this been the case, Lopez would certainly not hav failed to use it as an argument against the Italian practice of *passar battaglia*, which he criticises in detail. In the same manner as Cessole and Lopez, Carrera, whose work appeared in 1617, explains the ancien privilege of the Pawns to move two squares at their *début*, by the neces sity of their attaining the frontier in one move.

Forced Move.

It is necessary to enact distinctly that taking a Pawn in passing is to b considered a forced move when no other is possible, because it has beer by some players regarded as a peculiar privilege, the exercise of which is optional, and which need only be used when it is to the player's own advantage. M. Jaenisch observes, on this question, that every move is optional alike, and none of them are supposed to be made by a player otherwise than for his own benefit. But, when there is no other move on the board, this, in common with the rest, becomes obligatory, M. Der Lasa is of the same opinion, and he speaks of an ingenious end game by Anderssen, in which a player with the weaker game, is stalemated by his adversary playing two squares a Pawn which he refuses to take in passing, having no other move on the board (see the "Schachzeitung," 1846, p. 15; and 1848, p. 137). The following position will show the bearing of this argument, though it has no pretension to ingenuity.

BLACK.



WHITE

White to move.

White now plays his Pawn to Knight's 4th, intending to mate next move with his Bishop. But Black refuses to take the Pawn in passing, and *having no other move claims stalemate.* Hitherto, this has been a state of things not provided for in the laws, and, had such a case arisen, it would have been extremely difficult to decide it, without giving one side cause to think himself aggrieved. The provision in the text will put an end to any dispute of this kind. The question itself to our mind, admits of considerable doubt, but all must agree that it ought no longer to be left unsettled, and the mode of deciding it adopted in the *text not only has the merit of agreeing with the opinions* of MM. Der Lasa and Jaenisch, but probably expresses the feeling of a considerable majority of players.

Queening a Pawn.

A number of interesting positions, showing the occasional advantage of *selecting some other Piece than a Queen, in place of a Pawn that has* reached its eighth square, will be found in the chapter devoted to this subject (see p. 41). It is there shown how erroneous was the ancient doctrine, that a player could derive every possible benefit from this conversion, if he had the right of choosing either a Knight or a Queen. It is not very apparent on a hasty glance that a player could advance his game by selecting a Rook or a Bishop better than by adopting a Queen. *But ample proof will be given in the chapter above mentioned that* such is nevertheless the case.

Both Der Lasa and Jaenisch give the same law as that in the text. It is necessary to state distinctly that the Pawn becomes a Piece by the fact of its attaining the eighth square, for questions have arisen respecting the course to be adopted when a player has omitted to name a Piece, or has accidentally selected one of his adversary's colour. This *is an occurrence which ought not to prejudice his game, for it* can scarcely be considered an operation of *play*, and it by no means follows that there is a lost Piece to select at the time a Pawn is Queened. MM. Der Lasa and Jaenisch both omit the precaution taken against this casualty in the text.

Castling.

A separate chapter on Castling will be found at p. 46. The subject is too extensive for a note. It need only be remarked *here that neither* Jaenisch nor Der Lasa recommend any change in the established rule as expressed in the text.

Giuoco a Monte.

This expression formerly meant the beginning of a game anew from the *first move*, which was the same as what is now termed an annulled game. M. Jaenisch has used it to designate the operation of retracting

and playing over again a series of moves that have followed an unnoticed illegality. For this purpose the term seems appropriate and convenient. It is therefore adopted on the present occasion in the same restricted sense. Ponziani says, in his explanations of technical terms, "the difference between a drawn game and the Giuoco a Monte is, that the former implies a completed game and the latter involves the obligation of commencing it afresh at the request of one of the players."

Annulled Game.

The English law has hitherto made no distinction between a drawn and an annulled game, although the difference between the two is both manifest and considerable. The necessity for distinguishing them will appear in the note to the clause on alternation of move, which belongs to the Regulations of Play.

Chapter II.

REGULATIONS FOR PLAYING.

Private Agreement.

Either at the commencement or in the course of a game, the players may mutually agree upon any deviation from the laws they think proper. But a player who has conceded an indulgence to his opponent has no right to demand a similar concession, unless it was specially stipulated to be reciprocal. Every player is bound by the laws of the game in all cases not provided for by distinct agreements to the contrary.

Rule I.—Wrong Position of the Chess Board.

If during the progress of a game either player discovers that the Chess Board has been improperly placed, he may insist on its being adjusted. The game to proceed from the point where the adjustment took place, as if no mistake in the position of the board had been made. (N.B.—Lookers-on

are privileged to inform the players of the Chess Board being wrongly placed.)

II.—Omission or Misplacement of the Chess Men.

If at any time in the course of a game it is found that the Men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled.

III.—Right of Move and Choice of Colour.

The right of making the first move and (if either player require it) of choosing the colour of the Men must be decided by lot. Each player then moves one Man at a time, except in case of Castling, or where odds of moves are given, or where his adversary has forfeited his move, alternately throughout the game. In any series of games between the same players at one sitting or in one match, each shall have the first move alternately in all the games whether won or drawn. But if a game is annulled, that is, not played out, the player who had the first move in that game shall move first in the next. When the players have each made one move in a game they must be considered to have chosen the Men, and must retain them throughout the whole of a sitting or match, unless otherwise agreed by mutual arrangement.

IV.—Commencing out of Turn.

If a player make the first move in a game when it is not his turn to do so, the game must be annulled and begun again, if the error is noticed by the adversary before he has made his fourth move. After four moves have been made on each side, the game must proceed and be considered legal. If it occur in a match, the player deprived of the move must, when more games have to be played, take an additional first move in compensation.

V.—Playing Two Moves in Succession.

If in the course of a game a player move a Man when it is

not his turn to play, he must retract the last move, and, if his adversary chooses, after he himself has moved, must play the Man wrongly moved, if it can be played legally. But the adversary can only enforce this penalty before touching a Man in reply. If the error is discovered later it must be rectified by the *Giuoco a Monte*, without penalty.

This rule applies only to complete moves, not to merely touching a Man.

VI.—Touch and Move.

A player must never touch any of the Men except when it is his turn to play, and then only such Man of his own as he intends to move, or such of his adversary's as he intends to take. A player who touches with his hand one of his own Men when it is his turn to play, must move it if it can be legally moved, unless before touching it he say *J'adoube*, or words to the same effect. And a player who touches one of his adversary's Men (under the same conditions) must take it. If in either case the move cannot legally be made, the offender must move his King, and in the event of the King having no legal move, he must play any other Man legally moveable that his adversary pleases.

If a player, however, touches a Man, in consequence of a false cry of "check," or, being checked and not apprised of it by his adversary, touches a Man, he is not obliged to play it, or, having played it, may retract the move.

VII.—Touching a Square with a Man.

A move is complete and irrevocable (provided it be a legal one) the moment the Piece or Pawn has quitted the player's hand, but, as long as the hand remains on the Man touched, it may be played to any square it commands which the player has not touched with it during his deliberation on the move. But it must always be played to a different square from that it occupied previously to the move, and, if it has touched all the squares it commands, it must be played to any one of them the opponent elects.

VIII.—False Moves.

If a player be guilty of a false move by playing a Piece or Pawn of his own to a square to which it cannot be legally moved, or capture an adverse Man by a move which cannot legally be made, he must, at the choice of his adversary, either move his own or take the adverse Man legally, forfeit his turn to move, or play any other Man legally moveable which his adversary may select.

Castling, under circumstances forbidden in the Fundamental Laws, must be considered a false move in the meaning of this clause.

IX.—Touching more than one Man.

If a player, when it is his turn to play touch with his hand more than one of his own Men (unless in castling), or of his adversary's, he must, when the Men touched are his own, play any one of them legally moveable that his opponent selects. When they are his adversary's, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If, in such case, it happens that none of the Men so touched can be moved or captured, then the offender must move his King, and, if the King cannot legally be moved, he must play any other Piece or Pawn legally moveable that his opponent may name.

X.—Enforcing Penalties. Giuoco a Monte.

A Penalty can only be enforced before the adversary has touched a Man in reply.

If an illegality is discovered at any later period, the move on which it was committed, and all made subsequently, must be retracted, and the error corrected at the offending party's own option. If the source of a manifest illegality cannot be discovered, the game must be annulled.

When the King is moved as a penalty, the player cannot castle on that move, and of course forfeits his right to castle during that game.

XI.—Check.

A player must audibly say "Check" when he makes a move which puts the hostile King in check. The King must then be played out of check, on the move made in reply to that which gives it, either by being moved, by the capture of the checking Man, or by the interposition of a Man between the King and that which gives check.

A player is not compelled to give check because he utters it, unless he has already touched a Man which cannot move without giving check. But if it is uttered and not given, the move on which it is uttered must be retracted and another made, if the adversary require it.

If a player move his King into check; if he remove a Man which covered his King and thereby place him in check; if, while his King is in check he touch or move a Man which does not cover the check; in either of these cases he has touched or moved a Man in such a manner as to subject him to the penalties laid down in section VI.

If check is not uttered and the adversary makes a move which really covers the check, such move must stand, as it proves the check to have been observed.

XII.—A King remaining in Check.

If the King of either player is placed in check and the check is not announced or discovered until one or more moves have been made, all moves subsequently made must be retracted, and the player who ought to have announced the check must make some other move. If the check has been duly announced but still not provided against, the moves must only be retracted as far as that of the King, which must be placed out of check in any manner its player chooses. If, however, the moves subsequent to the unannounced or uncovered check cannot be remembered the game must be annulled. In this case, the player who moved first retains the first move for the next game.

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XIII.—J'ADOUBE.

When a player touches a Man, for the purpose of adjusting it and not with the intention of moving it, he must, before touching it, say *J'adoube*, or words to that effect. He will then have the right of moving any other Man he thinks proper, notwithstanding his having touched the one in question. But this expression must not be used as an afterthought to prevent the necessity of moving a Man already touched, nor must it be used to justify the touching of a Man which does not require adjusting.

If a player say *J'adoube, after* touching a Man, or before touching one which does not require adjusting, he is compelled to move or capture the Man touched, as if *J'adoube* had not been said.

XIV.—THE COUNTING 50 MOVES.

If at any period of a game one player should persist in repeating a particular check, or series of checks, or the same line of play, his adversary can demand that the game shall be limited to fifty more moves on each side, and if within that limit neither party win, the game must terminate as a drawn one.

So also when a player has only a King remaining on the board, he may insist on the moves being counted from that moment, and after fifty have been made on each side without result, the game must be considered drawn.

This Rule is applicable also in cases where one player has only

A King and Queen
A King and Rook
A King and Bishop
A King and Knight

} against a superior or equal force.

And whenever one player considers that one side can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting.

N.B.—But it does not apply to games wherein one party undertakes to mate with a particular Man or on a particular square.

XV.—Duration.

As a general principle it is not expedient to limit the time of moving. But in matches of importance it may often be desirable to do so. In such case, the best course appears to be, the allotting a certain portion of time to each party for a certain number of moves, leaving him to expend his time at his discretion, and, in the event of his exceeding it, to impose a pecuniary fine for every instance of excess.

But though the time occupied in a move is not limited by law, a player must not purposely protract the game with the view *of wearying or annoying his opponent.*

XVI.—Upsetting the Board.

Should the Board be upset and all or any of the Men thrown off, or out of position, they must be replaced, and the game must proceed in its regular course. And in case of a dispute respecting the replacing, the opinion of the player who did not upset the board shall always prevail over that of the player who did. Wilfully upsetting the board is equivalent to resigning the game.

XVII.—Dropped Man.

If at any time it is discovered that a Man has dropped off the board, and moves have been made during its absence, such moves shall be retracted and the Man restored. If the players cannot agree as to its restoration, the game must be annulled. A dropped Man may be replaced on the board without saying *J'adoube.*

XVIII.—Abandoning the Game.

If either player abandon the game, discontinue his moves, voluntarily resign, or refuse to abide by a decision of the umpire, he must be considered to have lost the game.

XIX.—The Umpire or Bystanders.

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to by one of the players, unless a violation of the fundamental laws has taken place; and when appealed to he must always apply the laws as he finds them herein expressed, and neither assume the power of modifying them or deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire or to bystanders, by both players, their decision shall be final and binding upon both players.

The term bystander comprises any impartial player of eminence who can be appealed to, absent or present.

NOTES AND OBSERVATIONS ON CHAPTER II.

Private Agreement.

To prevent false expectations on the part of inexperienced players, it is necessary to provide distinctly that one player is not obliged to permit departure from strict play because the other has chosen to do so in the same game. It is much the best plan to enforce a rigid adherence to the law on all occasions, and young players are strongly advised neither to give nor to accept favours over the Board.

M. Der Lasa's provision on this subject is as follows:—"Any one may permit a departure from the strict game in particular cases, but he must not therefore assume a right to the same indulgence at the hands of his adversary." M. Jaenisch's rule is: "At the game of Chess, as in every other, the mutual agreement of the parties themselves must prevail over the laws, even those which are essential to the game itself. Before beginning to play, and even in the course of a game, the parties can always arrange between themselves to deviate, in certain points, from the appointed laws. But, wherever there is no mutual agreement to this effect, the laws shall be, in every respect, binding upon both players alike."

Wrong Position of the Chess Board.

The law has hitherto been that no adjustment of a wrongly placed Board could be made after four moves had been played on each side. As it is clearly the duty of both players to see that no error of this kind takes place, there is little need to spare them the inconvenience arising from its rectification.

M. Der Lasa proposes, in his 15th section, that errors of this description should be open to correction until each player has made six moves, and, if undiscovered until later, that they should stand. M. Jaenisch does not appear to mention this subject separately. He proposes that all illegalities should be rectified, if noticed before the fourth move on each side, but it is not quite clear whether this expression would comprise misplacement of the board.

Omission or Misplacement of the Chess Men.

When any of the Men are left off the board, or are placed on squares which they cannot legally occupy, the game cannot be termed Chess, and should certainly be annulled as soon as the error is discovered, whatever may be the relative condition of the combatants in reference to the prospect of victory. To continue the game under these circumstances, and to allow either player to count it as won, would be

degrading Chess to the level of an ordinary contest for stakes, in which the acquisition of the prize is the object really in view, and the means by which it is acquired a matter of secondary consideration. As in Chess the chief prize to be gained is honour, what satisfaction can be obtained by winning a game from an opponent who has not, in every respect, had a fair start? If one player has forgotten to put a Knight on the Board, for instance, what possible advantage can there be in his adversary, of equal strength, having it to say that he has "won" such a game?

The existing English laws provide that all errors must remain, if not discovered before each player has made four moves, and M. Der Lasa has adopted this regulation, with the extension of the limit to six moves. But he remarks, in the note appended to this clause, "we abandon what we consider to be the just rule, that an error in the position of the Pieces should at any time be corrected. To play with falsely arranged Pieces is, nevertheless, a fault equally chargeable against both players, as each ought, at the beginning, to see that the Men and Board are properly placed."

M. Jaenisch retains the old limit of four moves for the correction of errors, beyond which he would require every omission to stand which does not violate the fundamental laws of the game. But if it is, as we conceive it to be, a fundamental law that the Men shall all be placed in certain positions at the commencement of the game, it follows that every deviation is a violation of such law, and ought on that ground alone to be corrected in the only way it can be, by annulling the game whenever it is discovered.

Right of Move and Choice of Colour.

On this subject there has hitherto been a difference of practice between this and other countries, or perhaps the proper expression is a difference of regulation, for the English law is by no means constantly observed in practice. In England, it has been the rule that the move should alternate when a game has been won or lost, but in the case of a drawn or annulled game, that the player who moved first should also have the first move in the game which follows. On the Continent, the rule has been for the move to alternate in every case except annulled games, in which the player who had the move in the annulled game retains it in the next. The provision in the text adopts this continental principle, which is certainly preferable to our own. There is no doubt a slight advantage in the first move, and we can conceive two players between whom the difference of strength is so inconsiderable, but at the same time so decided, that the player A can generally win of the player B a game in which A has the move, and can draw the game when B has the move. In this case, the English law would lead to an interminable series of draws, since B would continually assume the first move as game after game issued in that result. But the rule in the text would permit A to manifest the superiority which we are supposing him to possess, by giving him the right to commence the game

as often as B. If the first move is really an advantage, to draw the game against it, is a certain kind of victory, and only to draw with it a species of defeat; so that in the former case the second player has earned the right to move first in the next game, in the latter the first player has forfeited it. A contrary practice allows a slightly weaker player the opportunity of coming off with an even score (of blanks), by giving him the odds of perpetual first move.

The case is quite different with annulled games. Being, for whatever cause, not played out, they are to be considered as games not played at all, and the move naturally remains to the player to whom it would have belonged if they had not been played. As they are of extremely rare occurrence, it might have had the advantage of simplicity, without any unfavourable consequences, if the rotation of move had been required in every game, without making an exception in their favour. But the exception is grounded in reason, and its observance is of importance in a serious contest, where two eminent players are struggling for mastery. The termination of an annulled game does not depend on the skill of the players, as that of a drawn game often does, but results generally from an impossibility of adjusting some dispute or of tracing out and correcting some violation of the fundamental laws. It may often happen, in a game so annulled, that the player who moved first has obtained the advantage, and he is fairly entitled to move first in the game which takes the place of that annulled.

The colour of the Men is not a subject of much importance, but it is necessary to appoint a certain course respecting it, especially as many players still cultivate the foolish habit of playing exclusively with one colour. When two players who are both in the habit of playing only with the Black Men, for instance, happened to meet, they would have a difficulty in determining which was to be muleted with playing White, unless some such regulation as that in the text was provided for their guidance. There is another point connected with colour which deserves a passing allusion. Many players have a preference for using the White Men in games where they have the move, and it is customary, in many circles, for the first player to assume the choice of colour as a matter of course. This arises partly from the attack being always played by White in elementary treatises on the game, which gives the student a tendency to adopt the same practice. The rule in the text will not interfere with such a habit as this, since the colour is only referred to lot in case either player require it. But the constant use of White Men in playing the attack is a custom which might give a player considerable trouble, on an occasion where it was not conceded by the adversary.

The sections proposed by MM. Der Lasa and Jaenisch are substantially the same as that in the text.

Commencing Out of Turn.

M. Der Lasa extends the limit of rectification to six moves. M. Jaenisch retains the old limit of four moves. In the case of an error

which does not violate the principles of the game, there seems little advantage in extending the right of correction beyond a few preliminary moves. Four has been the number hitherto adopted, and M. Der Lasa *does not offer any sufficient reason for the extension to six which he proposes.*

M. Der Lasa appends to his section respecting errors in commencing a game the following proviso: "*These conditions apply to games abandoned and afterwards resumed, in which case errors in placing and moving may be corrected within six moves.*" This regulation would be altogether an innovation, and perhaps might be found more troublesome than useful. Games are not so frequently adjourned as to require a special provision in itself so liable to misconstruction. Occasions might arise in which one player would consider a game had been suspended in the meaning of the clause, by a delay which the other would regard only as an interruption. There would seem little reason to reject this proposition of M. Der Lasa's in the case of games adjourned over to another day. But it could scarcely be admitted in the general *words which he uses.*

Playing Two Moves in Succession.

The clause proposed by M. Der Lasa on this subject is as follows: "*If the same player make more than one move successively, the adversary can require all such moves, or which he pleases, to remain good. Or, he may require, if he gives back all such moves, that any of the Men illegally played, shall be moved elsewhere. Or, instead of such moves, he may require the King to move, when possible.*" It does not seem to me at all expedient to admit this contravention of law, into a code which aims at purifying the game as much as possible from all that is contrary to its principles. It appears far better to require the abnormally moved Man to be played on the following move. As a penalty this is quite as efficacious, and its enforcement requires no departure from the regular course of the game.

M. Jaenisch would treat this case by the touch and move principle merely. According to his views, the adversary would only have the right of saying which of the Men moved should be actually played. *This seems dealing over leniently with so flagrant an offence. If a player really makes two complete moves, there seems no good reason why he should not be compelled to adhere to them, provided his opponent requires it, and no interference with the rotation of moves takes place.*

Touch and Move.

This clause is similar to the old law in principle, but more complete in detail, and it is the same as the rule proposed by MM. Der Lasa and Jaenisch, except in the matter of penalties. M. Jaenisch would subject the player who touches a Man which cannot move to no consequence whatever. He simply leaves him to play elsewhere at his own choice.

M. Der Lasa's proposition is "if a touched Man cannot be moved, in accordance with the laws of the game, or a touched adverse Man cannot be taken, the King must move as a penalty, but he cannot then castle." As it is very desirable to keep alive the attention of young players, among whom alone these errors are likely to occur, it has been thought expedient to render the provision in the text more stringent even than this.

Touching a Square with a Man.

The habit of holding a Man in the hand, and moving it first to one square then to another, in order to engage the assistance of the eye in deciding where it shall actually be placed, is not only annoying to the adversary but a practical infraction of the touch and move principle. There is no more reason why a player should touch various squares to try their suitability for his move, than there is why he should touch various Men in ascertaining which to play. The one is as objectionable a practice as the other. The provision in the text is only the restoration of the old Italian enactment CASA TOCCATA PEZZO LASCIATO, which, in modern times has been omitted in Chess codes. M. Der Lasa observes, in his notes, "among the rules given by Lopez, by Gianutio (1597), and more in detail in those given by Lolli (1763), appears the regulation that a Piece must be played on to a square it has touched, and that a Piece played out on a row of squares may be pushed to one still more forward, but must not be withdrawn to one it has already passed." M. Der Lasa observes that "this provision, in itself perhaps good, appears in the present day too stringent." But all must admit that we have fallen into an opposite extreme of latitude and indecision quite inconsistent with the exact game which we profess to have established.

M. Jaenisch says nothing on touching squares, but he introduces a provision to the effect that if a Man, while held in the hand previously to a move, touches an adverse Man, the latter must be taken, just as if it had been touched with the hand. There is a danger of misunderstanding arising out of such a law as this, as the player would always claim exemption on the ground that the Man had been touched *accidentally*. Which, indeed, might usually be true enough.

False Moves.

This extensive and difficult question has been discussed in a separate chapter (see page 55). It is, therefore, only necessary to state what has been proposed by our continental collegues.

M. Jaenisch has expunged all penalties from his code, except such as may result from the touch and move regulation. So that he affixes no penalty to impossible or false moves. His argument has been briefly set forth in the chapter above mentioned. M. Der Lasa, on the other hand, retains the objectionable provision of the present law,—namely, that the false move may be allowed to stand, if required by the adver-

sary. He also retains the penalty of moving the King for these offences.

As we can neither agree to M. Jaenisch's extremely lenient doctrine, nor, with M. Der Lasa, legalize illegal positions, we have chosen to re-enact the old law that required the forfeiture of the move for this extreme class of offences, giving the adversary a choice between that, requiring any other Man to be moved, or the one falsely played to be moved legally. It will be explained, in the chapter alluded to, that it would be dangerous to provide *only* that the move should be lost, since that would often be an advantage instead of an injury. In end games, it frequently happens that a lost game could be saved if the winning player could be compelled to move twice successively, as the *opposition* would be reversed if the alternation of moves was interrupted.

Touching more than One Man.

This rule accords both with established practice (except in being rendered more exact) and with the propositions of Jaenisch and Der Lasa, in every respect but that of penalties. M. Jaenisch as in other cases, provides no penalty beyond the necessity of moving or taking any Man touched, at the option of the adversary. In addition to that, M. Der Lasa retains the penalty of moving the King, leaving the offence unpunished if the King cannot legally move. To meet this deficiency, which exists also in our present law, the additional provision has been introduced in the text, that the adversary may require any Man he pleases to move, in case the King cannot do so.

As we have before remarked such penalties as these will never come into operation except in the games of very young or inexperienced players. And then they will be found useful in sharpening the attention. (See the chapter on Penalties, &c., p. 55.)

Enforcing Penalties. Giuoco a Monte.

It has always been held that moving in reply condones all offences at Chess. For, in that case, when the move is false, both players may be said to have violated the law alike, the one actively and the other passively, all moves following a false one being themselves false. When the move is only irregular and not false, it merely violates a privilege, which the adversary forfeits by his want of vigilance in not noticing it. This principle is maintained in the codes of Jaenisch, Der Lasa, and most Chess clubs and writers.

The subsequent portion of the section is in accordance with that of M. Jaenisch. M. Der Lasa's rule is "the adversary may adopt the penalties or options so long as he has not himself touched a Man for his next move. After that, the preceding moves must be regarded as legal, with the exceptions of the King in Check and two Pieces occupying the same square." It is hoped that the present attempt may be successful in removing all illegalities from the game. Certainly,

there can be no advantage in retaining them, when they are admitted by both players, or observed soon after their occurrence. And it remains to be tried whether they cannot equally be remedied, in cases where they have been sometime passed without notice. The ancient laws were much more particular than the modern in this respect. (See the chapter on Penalties, &c., p. 55.)

In the case of two Men being played on to one square, M. Der Lasa provides that the game shall be annulled, if the error is not observed until the adversary moves in reply. This is so improbable an occurrence, except in correspondence games, that it seems as well to leave it to the ordinary treatment of a false move.

Check.

These provisions are in accordance with the usual law, with one or two exceptions. The rule, that a player who utters Check without giving it must retract the move on which it is uttered, is intended to prevent the troublesome practice of exclaiming "Check" hastily, before it is actually decided to be given. The last paragraph, that a move in reply to an unuttered Check must stand, provided it covers the Check, is adopted from M. Jaenisch, and it seems a necessary provision. 'For the utterance of Check is really nothing but a formality, which is sometimes inadvertently omitted where the Check is obvious and the players familiar. In such a case, the Check itself being duly noticed and provided against, it would be absurd to allow the withdrawal of a move on account of an omitted form, which has really been dispensed with by a kind of mutual consent.

There is no material difference between the rule in the text and those of Jaenisch and Der Lasa, except in the first proviso above noticed, which is given by neither, and the last which is not given by M. Der Lasa.

A King Remaining in Check.

M. Der Lasa proposes that "As soon as a move and a counter move have followed an uncovered check, the game must be annulled, unless the players can make an agreement with each other respecting its continuation." M. Jaenisch has no special provision for the King remaining in check, but he includes it in the list of *Manifest Illegalities*, and proposes the same course as that laid down in the text. The old English law was that the last move only should be retracted and the game proceed anew from that point, in case the King of either player were found in check and the circumstances attending the occurrence could not be remembered. It seems more proper to annul such a game as that. As M. Der Lasa observes, "it is the business of both players to give no room for doubt in respect to check," and, in a case where both have suffered this essential particular to be surrounded with irremovable doubt, the game ought to be treated as one not played at all. But it does not seem necessary to go with M. Der Lasa to this length of annulling the game on occasions where the

moves following the check can be remembered. In this case the error can be adjusted without difficulty, and it is consistent with the general spirit of our regulations to permit its rectification. It may be observed that Ponziani's 13th Rule is similar to the above provision of Der Lasa. It is as follows :—"If the King has been in check during two moves on each side, it is a case for the *Giuoco a Monte* (then meaning annulling the game), *either fraud, error, or negligence being common to both players.*"

J'ADOUBE.

Existing regulations are in the highest degree imperfect on this subject, so much so as to be in great measure destructive of the touch-and-move principle. In no department is reform more needed than in this. It is simply absurd to provide that a player must move any Man he has touched, if we accompany the regulation with an exception in favour of any Man, the touching of which has been preceded by the exclamation *J'adoube*. This allows a player to touch every Man on the board, both his own and his opponent's, so long as he diligently vociferates the appointed word on each occasion. But our present indefinite rule carries its ambiguity to a higher point even than this. It merely provides that *J'adoube* must be said "at the moment of touching" the Man. As what are termed oversights often become apparent at "the moment of touching" a Man about to be badly played, this provision allows a player to rescue himself from the consequence of an error, by hastily exclaiming *J'adoube* after he has really touched the Man. There is no doubt this expression is often used as an afterthought, when it improperly becomes the means of affording escape from a blunder which ought to have cost the game.

The regulation in the text will remove these imperfections in the law, and restore the exclamation *J'adoube* to its proper place. The 14th Rule of Cozio is that *J'adoube* should be said *before* touching a Man. "*Ciò se deve subitamente* AVANTI *toccare il pezzo.*" M. Der Lasa's 17th Rule also requires the expression to be used before touching the Man. M. Jaenisch retains the established expression, "*au moment de la toucher.*" We have gone a step farther in proscribing all *J'adoube* immunity, unless the Man really required adjusting. And this we take to be the only proper occasion of allowing its operation.

THE COUNTING 50 MOVES.

A separate chapter has been devoted to this subject, which cannot be duly considered in a brief note. It need only be observed here that the propositions of MM. Der Lasa and Jaenisch are precisely the same as that in the text, except that the latter extends the counting to sixty moves, and the former appends a clause to the effect that "whenever a Piece is taken during the fifty moves, the counting must commence afresh from one." These two points will be discussed hereafter (see Chapter III. p. 40). The present English law limits the

counting to end games with Pieces only. But since the rule is intended to force drawn games to a conclusion, it ought clearly to comprise all instances of that nature. We have, therefore, with one accord proposed that the rule should apply to repeated checks and persistence in the same line of play. The rule in the text extends still further, in bringing any position under its operation which the umpire considers to possess the indefinable qualities of an end game.

Duration.

This subject is also transferred to a separate chapter (see p. 52), where the propositions of Der Lasa and Jaenisch are set forth, and some observations made on the question generally.

Upsetting the Board. Dropped Man.

The present English law makes no provision for these events, which are as likely to occur as many that are provided against. The sections in the text are similar to those proposed by MM. Der Lasa and Jaenisch. Instances will no doubt arise, when it will be found of great benefit to have a definite rule to follow in these cases. When the Men have been disarranged or thrown off the Board by one player it is quite proper that he should forfeit the game, in case no adjustment can be effected. For there are men of such impetuous temperament as would lead to their upsetting the Board in disgust at having committed some egregious blunder. For such an offence nothing short of losing the game is sufficient penalty.

Chess players have been called a *genus irritabile*. This is perhaps a libel, but certainly Chess interests the mind more actively than any other game. In Burton's "Anatomy of Melancholy," we find the following passages on the subject:—"Chess play is a good and witty exercise of the mind for some kind of men, and fit for such melancholy, Rhasis holds, as are idle and have extravagant, impertinent thoughts, or are troubled with cares; nothing better to distract their mind and alter their meditations; invented (some say) by the general of an army in a famine, to keep soldiers from mutiny; but if it (*i.e.* the melancholy) proceed from over much study, in such a case it may do more harm than good; it is a game too troublesome for some men's brains, too full of anxiety, all out as bad as study; besides, it is a testy, choleric game, and very offensive to him that loseth the mate. William, the Conqueror in his younger years, playing at Chess with the Prince of France (Dauphine was not annexed to that Crown in those days), losing a mate, knocked the Chess Board about his pate, which was a cause afterwards of much enmity betwixt them. For some such reason it is belike that Patritius in his 3rd book, *Tit.* 12, *de reg. instit.*, forbids his Prince to play at Chess; hawking and hunting, riding, &c., he will allow; and this to other men, but by no means to him. In Muscovy, where they live in stoves and hot-houses all winter long, come seldom or little abroad. it is again very necessary, and therefore

in those parts (says Herbastein) much used. At Fessa in Africk, where the like inconvenience of keeping within doors is through heat, it is very laudable, and (as Leo Afer relates) as much frequented. A sport fit for idle gentlemen, soldiers in garrison, and courtiers that have nought but love matters to busy themselves about, but not altogether so convenient for such as are students."

William the Conqueror is not the only great character in English history who is recorded to have committed an act of violence over a game of Chess. It is said of Canute the Great that, in 1025, he fought an unfortunate battle against the forces of Norway and Sweden on the River Helga, in which he owed the preservation of his own life and the prevention of a total defeat to his brother-in-law, the Jarl Ulf. Canute then proceeded in angry mood, accompanied by Ulf, to Roskildè. Sitting at Chess, at Christmas Eve, with his brother-in-law, after an entertainment given by the latter to cheer the spirits of his royal relative, Canute, in consequence of an oversight, lost a Knight to his antagonist. The king refused to acknowledge the loss, when Ulf, starting up to leave the room, overthrew the Board, and, on his reaching the door, the king exclaimed, "Dost thou run, cowardly Ulf?" To which the other answered, "You would fain have run further at the River Helga, when I came to help you against the Swedes who were cudgelling you." On the following morning, Canute said to one of his attendants, "Go and stab Ulf dead," which order was literally executed, notwithstanding the unfortunate Jarl having taken refuge in a church.

Abandoning the Game.

This necessary regulation is omitted in the English law, and in that proposed by Der Lasa, whose 11th Rule, "the game cannot be won without mate," would almost appear to exclude the other modes, if not of winning, of losing, enumerated in the text and universally recognized in practice. M. Jaenisch provides that, "the voluntary resignation of the game by one player is equivalent to his total and absolute defeat." But this scarcely meets the case of a player refusing to proceed with his moves. It is an old story, that a certain man, having bartered away his soul to the Devil, made a further bargain to play his Satanic Majesty four games of Chess, with the agreement that he should be free from his former bond if he won these games. The first three games were won by the Prince of Cunning, who had also proceeded far enough in the fourth to announce mate in a certain number of moves. But his opponent alleged that his next move required deliberation, and requested him to call again in a week. The Devil was punctual to the day, but was informed that still another week would be necessary for this important move. In short, he was fairly outwitted by his mortal adversary, and had no resource but to leave the match unfinished.

This predicament is not likely to occur between the same competitors in these days, but it is by no means an unknown or improbable occur-

rence among ordinary players. In the absence of special provision in the law, the custom has been to refer such a case to the Editor of a Chess publication, who had to improvise a law for the occasion. The clause in the text will leave no room for doubt in future.

The Umpire or Bystanders.

The rule proposed by M. Der Lasa is as follows:—"Persons present at the play shall not interfere with the game by sign or word, nor disturb it by loud conversation. Should this regulation be violated by one of the bystanders, after one of the players has brought it distinctly under his notice, he must pay a pecuniary fine to the funds of the club." This clause is adopted from the laws of the Stockholm Chess Club, where the pecuniary fine is fixed at eight schellings, or nearly fourpence English. But it provides no remedy for a case where the club has made no law on the subject, or where the game is not played by members of a club, as in a match.

Lolli (1763, p. 13) requires that, in case a spectator suggests a strong move, and this is made, it should be inquired whether such move is in accordance with the strength of the player. But this would introduce endless controversy.

The clause suggested by M. Jaenisch is that "the bystanders are strictly prohibited from openly manifesting approval or the contrary of the move made until the conclusion of the game. It is equally forbidden that they should discuss aloud the past or future management of the game, that they should give advice or hints to the players, or that they should enter into any explanations with them concerning the moves to be made or guarded against." This is a merely formal prohibition, without providing the means of enforcing it. A better course seems to be that adopted in the text, which gives the umpire a general equitable authority over every occurrence against which this clause is directed.

M. Der Lasa proposes a distinction between the decision on matters of fact and on questions of law. His clause is, "The bystanders shall investigate any question concerning the matter-of-fact of a dispute. They shall decide a question of law in accordance with the rules as interpreted by the accompanying notes." In his note on this clause, he says, "A dispute as to a law must only be decided in accordance with the fixed rules (with regard also to the explanatory observations), either by the authority of the Club or by the umpire selected by the players, in case the law appears doubtful to themselves. The bystanders, even if less experienced Chess players, may properly be consulted on a matter of fact, but to refer the legal decision to them appears to us a doubtful course, and not necessary."

M. Jaenisch has two clauses on this subject (22 and 33). He appears to make the same distinction as M. Dor Lasa, relating facts to the bystanders, and law to an umpire. It appears to us more simple, more convenient, and equally efficacious to refer the whole question of a dispute to the umpire when there is one, and to any other player that can be consulted when there is not an umpire. Questions of fact and of law are so intermixed on these occasions, that it would only complicate the argument to constitute a separate tribunal for the adjudication of each. Moreover, this would interfere with our obtaining what is our chief object; namely, a speedy, final, and incontrovertible decision.

Chapter III.

RULES FOR PLAYING THE GAME AT ODDS.

I. In games where one player gives the odds of a Piece, or "the exchange," or allows his opponent to count drawn games as won, or agrees to checkmate with a particular Piece or Pawn, or on a particular square, he has the right to choose the Men and to move first, unless an arrangement to the contrary is agreed to between the combatants.

II. When the odds of Pawn and one move, or Pawn and more moves are given, the Pawn given must be understood to be the King's Bishop's Pawn.

III. When a player gives the odds of his King's or Queen's Rook, he must not castle, (or, more properly speaking, leap his King, on the side from whence he takes off the Rook, unless before commencing the game or match he stipulates to have the privilege of so doing.

IV. When a player undertakes to give checkmate with one of his Pawns, or with a particular Pawn, the said Pawn must not be converted into a Piece.

V. When a player accepts the odds of several moves, he must not play any Piece or Pawn beyond the fourth square, *i. e.*, he must not cross the middle line of the board, before his adversary makes his first move. Such several moves are to be collectively considered as the first move of the player accepting the odds.

VI. In the odds of checkmating on a particular square, it must be the square occupied by the King mated, not by the *Man giving mate.*

VII. The player who undertakes to win in a particular manner and either draws the game, or wins in some other manner, must be adjudged to be the loser.

In all other respects, the play in games at odds must be governed by the regulations before laid down.

RULES FOR PLAYING THE GAME BY CORRESPONDENCE.

I. In playing a game by correspondence, the two parties should always agree beforehand in writing as to the persons who are to take part in the contest, as to the time and mode of transmitting the moves, as to the penalties to be inflicted for any breach of the contract, and as to the umpire or referee.

II. In a game of this description, a move once despatched by *the medium agreed on cannot be recalled. If a legal move,* it must be abided by, and, if an illegal one, the party sending it will be subjected to the same penalty as for a false move played with an opponent *vis-à-vis.*

III. Neither party shall be obliged to send more than one move at a time, but, if either choose to send more, the moves so sent must be considered irrevocable if legal, and punishable in the manner before stated if unlawful.

IV. When several successive moves are sent at once, and one of them is found to be illegal, the sender must suffer the punishment for a false move and the game then proceed from that point. The subsequent moves, which were forwarded with the illegal one, must, however, in that case be cancelled.

V. *If a player send hypothetical moves, that is moves* on the assumption that his adversary will make certain others previously, they shall not be binding unless his adversary make the moves assumed.

VI. If a player send more than one move on the same turn to play, the adversary may select which he pleases.

VII. If either party in a game by correspondence accept the assistance of any player not originally engaged to take part in the contest, that party shall forfeit the game.

VIII. If a move bears more than one interpretation the player receiving it must announce, with his next move, which interpretation he adopts, or it must be interpreted according to the intention of the sender.

IX. A move not intelligibly described incurs the penalty of sending no move on the day appointed.

RULES FOR PLAYING THE GAME BY CONSULTATION.

I. The law of touch and move must be observed in these games.

11. Each party must be bound by the move communicated to the adversary, whether it be made on the adversary's board, in writing, or by word of mouth. If the move so communicated should prove to be different from that actually made on the party's own board, the latter must be altered to accord with the former.

III. If either party be detected in moving the Men when it is not their turn to play, or in moving more than one Man (except in castling) when it is their turn to play, they shall forfeit the game; unless they can show that the Man was moved for the purpose of adjusting or replacing it.

IV. If either party has, accidentally or otherwise, removed a Man from the board, which has not been captured in the course of the game, and made certain moves under the impression that such Man was no longer in play, the moves must stand, but the Man may be replaced whenever the error is discovered.

V. If either party in a game by consultation permit a bystander to take part in the contest, that party shall forfeit the game

NOTES AND OBSERVATIONS ON CHAPTER III.

The Game at Odds.

These clauses are in accordance with usual practice. Both M. Jaenisch and M. Der Lasa forbid the Castling on the side of a Rook given as odds, and their example is followed here. If such mode of play were allowed, it would merely be retaining, in that one instance, the ancient leap of the King independent of conjoint action with a Rook. But, since that move is now abolished, and the King cannot move two squares on the side where a Rook has been captured or removed, it seems consistent with analogy to forbid his doing so when the Piece has been given as odds. For that is playing on the supposition that the Rook has been taken.

By the 19th section of the laws published in Mr. Walker's "New Treatise on Chess" (1841), a player *may* castle on the side of a Rook given as odds. The general English law has hitherto been silent on the subject, and a good deal of confusion has consequently existed. The clause in the text, approved both by Der Lasa and Jaenisch, and consistent with sound reasoning, will tend to remove this uncertainty.

With reference to odds of mating with a Pawn, the old Italian writers made a distinction which had a certain amount of meaning, but which does not seem worth preserving. Their rule was, if a player undertook to mate with one of his Pawns, it was bound to give the mate as a Pawn, without being converted into a Piece by attaining the eighth square. But, if the mate was to be given by *a particular Pawn*, the Pawn might undergo such conversion into a Piece and legally give the mate notwithstanding.

In the case of a Man, given as odds, not being removed from the Board, M. Der Lasa proposes that the player accepting the odds should always retain the choice of playing out or abandoning the game, when the error is discovered later than the sixth move. There seems an absence of reciprocity in this proposition which will scarcely meet with general approval. Such a case would lead to an annulled game by the rule as to omission or misplacement of the Men, according to the propositions in the text, although it is not specially mentioned in the present department.

M. Jaenisch has not furnished any special clauses on the subject of odds, but has mentioned one or two points concerning them as they occurred in connexion with other regulations. M. Der Lasa has given this part of the code more distinctly, but not so completely as it is developed in the text. It may, perhaps, be thought more logical to bring together, under one head, all the regulations concerning this particular mode of play, than to leave them interspersed among clauses referring to the ordinary game.

The Game by Correspondence.

The present English law provides no regulation whatever for this form of the game. And M. Der Lasa proposes very little towards supplying so serious a deficiency. His clause is "the consequence of a move *erroneously made by correspondence shall be determined* in accordance with these regulations, with due regard to any special conditions made in the particular game." This is somewhat indefinite, and would scarcely be an improvement on leaving the subject altogether unmentioned. There are certain conditions always existing in a correspondence game, which require as formal a regulation as the ordinary mode of play. M. Jaenisch has entered into the question much more minutely. *He gives detailed sections for many cases that may arise*, respecting the communication and description of the moves. But the provisions in the text are, I believe, more specific even than his, with which they agree, however, in the main, and from which they are partly derived. A few words may be said in explanation of one or two paragraphs.

Of course moves sent cannot be retracted, and, if a player choose to *send several successive moves at once, leaving his adversary to reply* as he pleases, the whole of such moves must stand. But if moves are sent as hypothetical replies to others supposed likely to be made by the adversary (which is a mode of play by no means unfrequently employed to save time), such hypothetical moves ought not to stand unless the moves assumed are really made. A series of this description ought to be made in pencil, so that the adversary can either adopt *them by writing them in ink*, or *refuse them and erase them from the* paper.

Sending two different moves on the same turn to play is an event not very likely to occur one would suppose. But it has happened, and on no less occasion than that of the celebrated match between London and Edinburgh. After a letter had been posted, the players discovered that they had sent a bad move, and as the letter could not be recovered from the post office, a second letter was sent, repudiating the move in question. This did not happen to be quite literally sending another, because the move was one of a series. But it was the same thing in principle. The players of the day were divided in opinion as to what should be done, and sadly felt the want of some legal provision to guide them. The paragraph in the text will give the adversary a right to elect which shall actually be made of two or more such moves.

The Game by Consultation.

In this mode of play, the only difficult point is the difference that may arise between the move made and the move communicated. A case of this kind arose at the Leamington meeting of the Association, when it was decided that the move communicated was the one by

which the players should abide. As no law then existed on the subject, this was felt to be a hardship by the party who had committed the error, whose move, as really made, was a good one, and as erroneously communicated a fatally bad one. After much reflection, we have not been able to devise any other method of deciding such a case than the one then adopted. It will, of course, no longer be chargeable with harshness, when it has become a part of the established law.

The two Boards in a consultation game may be compared to the head and the hand in an ordinary game. A player may have conceived an excellent move in his head, but have made one of an opposite character with his hand. In that case, it is the latter by which he is compelled to abide, because that alone is notified to his opponent. In a consultation game, the Board on a party's own table is devoted to their private use, the other is the one on which their move is announced to the adversaries, and it seems consistent with the general principles of the game that the latter should be regarded as the authentic move. On the other hand, it may be said that, in the ordinary game, moves only conceived are not registered, and can only be authenticated by the assurance of the player, while those actually made in a consultation game stand recorded on the Board and speak for themselves. They are, moreover, the joint decision of the consulting party, while the faulty representative communicated is the blunder of an individual deputed to transmit it.

Much may be said on both sides of this question, as of many others, and the chief merit which can be claimed for a law that must necessarily incline one way or the other, is that it puts an end to further uncertainty and prevents a player being taken by surprize when he falls under its operation. It must be remembered that the player's own Board, in this game, is not watched by the adversary, and may be liable to the suspicion of being adapted to the purpose, in the event of an error of the kind supposed.

Neither Jaenisch nor Der Lasa offer any proposals towards the regulation of this description of game.

CHAPTER IV.

A QUEENED PAWN.

On this subject great difference of *opinion* prevails, but the rule laid down in the text is that universally observed in practice. In the middle ages, as we have previously explained, the Queen could only move one square at a time diagonally. She was, therefore, by far the weakest piece on the Board. And the ancient law, which required that every Pawn pushed on to the eighth square should become a Queen, was really a restrictive enactment, since it gave the promoted Pawn as little additional power as the conversion could confer. But the spirit of the modern game is to regard the Queening of a Pawn as the highest feat a player can accomplish, and to reward it with the greatest possible advantage. So that a player in the present day is not only allowed to select a second or third Queen with its enormously extended power, but may *choose any other Piece that would be more advantageous in a particular position.*

Various modifications of this law have existed in different places and at different times. It has been held, for example, that the Pawn should only acquire the power of the Piece on to whose square it had been played, or of a Piece already lost. It has also been proposed to limit the conversion to either a Knight or a Queen, as the latter comprises the power of Rook and Bishop; and the Pawn has sometimes been required to perform certain additional moves before becoming entitled to the privileges of a Piece. The most plausible of these regulations is that the Pawn should only supply the place of a Piece already lost, so as to avoid, what Philidor so violently denounced, plurality of pieces. But then comes the difficulty of providing for the case where a Pawn has reached the eighth square before any Piece has been lost. It has been proposed to leave such a Pawn, as it were, dormant, until a capture should have made among the Pieces a vacancy for it to supply. Ponziani, an advocate of this regulation, has given the following little game as an example of it.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. K. B. to K's 2nd.
4. K. B. to Q. B's 4th.	4. K. B. to K. R's 5th (ch.)
5. P. to K. Kt.'s 3rd.	5. P. takes P.
6. Castles (K. to K. R's sq., and R. to K. B's sq.*)	6. P. to Q's 4th.

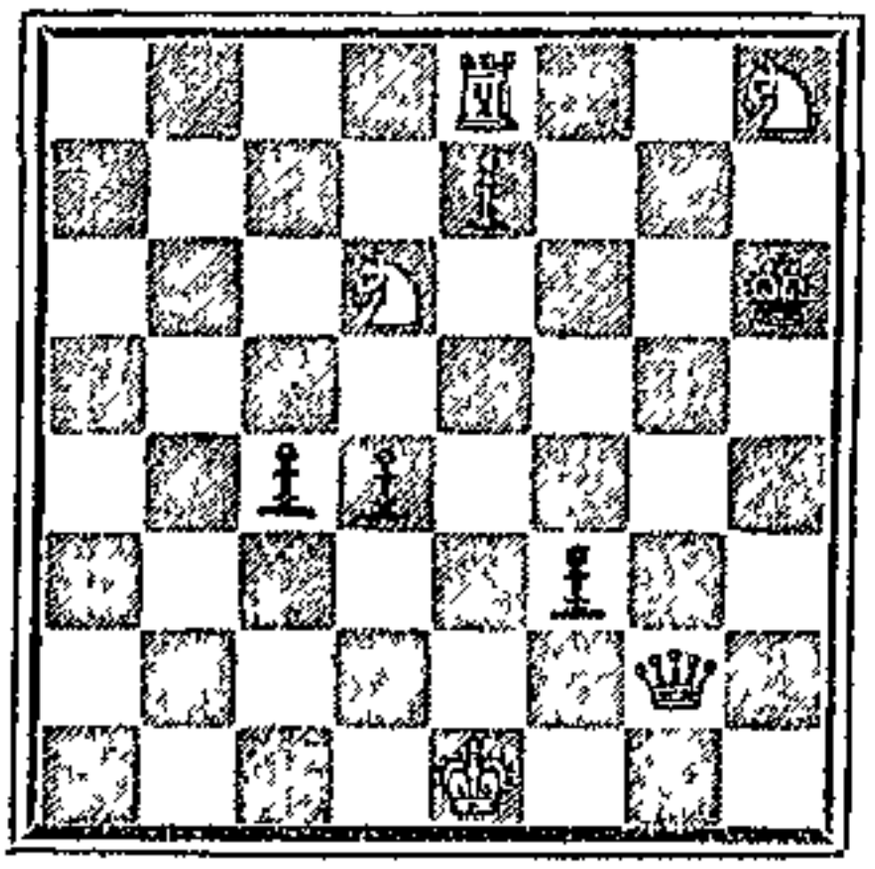
* This is the Italian mode of Castling, described hereafter.

7. B. takes Q's P.	7. Q. B. to K. R's 6th.
8. B. takes Q. Kt.'s P.	8. P. to K. Kt.'s 7th (ch.)
9. K. to K. Kt.'s sq.	9. P. takes K's R.
10. B. takes Q's R.	10. K. B. to K. B's 7th (mate.)

In this game the black Pawn, which attained the eighth square on its ninth move, neither gave mate nor check, because the player had lost no Piece into which it could be converted, and it was not in a situation to check as a Pawn. But as White chose to capture the Rook on his tenth move, Black plays down the Bishop with one check, giving another and mate, with the Pawn now become a Rook in place of that captured. There is so much of the absurd about such a finale as this that no one will consider it worthy of serious examination, and it is only mentioned as a matter of curiosity. Such a position could only be played rationally by the modern rule, which would have enabled the Pawn to become a Queen at once, and it would have cost White his own Queen, and consequently the game, to release himself from the check so given.

Some authorities, who do not object to plurality of Queens, still quarrel with the conversion of the Pawn into a Knight or any other Piece except a Queen. It is difficult to understand what principle is involved in this distinction, since the theory of the game is as much at variance with plurality of Queens as of other Pieces. It is well known that a game may sometimes be won or saved, at least for a time, by pushing in a Pawn to the eighth square and checking with it as a Knight. The following example of such a case is given by M. Jaenisch.

BLACK.



WHITE.

(*See Jaenisch, p.* 94.)

The solution of this position is as follows :—

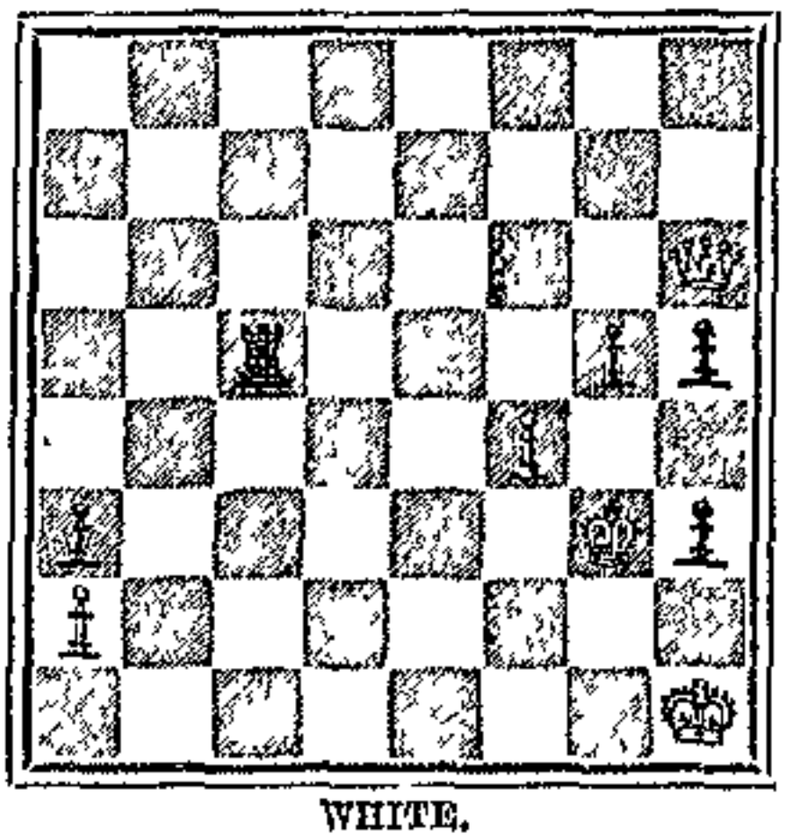
WHITE.	BLACK.
1. Kt. from R's 8th to K. B's 7th. (check.)	1. K. to K. Kt.'s 2nd.

2. R. to K. Kt.'s 8th (check.) 2. K. to K. B's 3rd.
3. P. to K's 8th, becoming a Kt. (ch.)

Wherever Black moves, White now captures the Queen and Pawn, and then wins with the three unassailable Knights. Had he taken the Queen, instead of making the Pawn into a Knight, Black would have retaken with the Pawn, and probably have drawn the game. Of course Black could not take the White Rook on his second move, or he would have been mated in three moves; *i. e.* 1. P. Queens (ch.); 2. Q. to K. R's 8th (ch.); and 3. Q. to K. R's 6th, mate.

Positions in which it would be preferable to select a Bishop or a Rook when a Pawn reaches the eighth square, are extremely rare, but they are by no means impossible, as seems to have been erroneously supposed by Cozio, who restricts the choice to Knight and Queen. It may happen that selecting a Queen would give Stalemate, while a Bishop or Rook would not only avoid that predicament but would be sufficient to win the game ultimately. The following illustrative position is from M. Jaenisch.

BLACK.



WHITE.

(See Jaenisch, p. 95.)

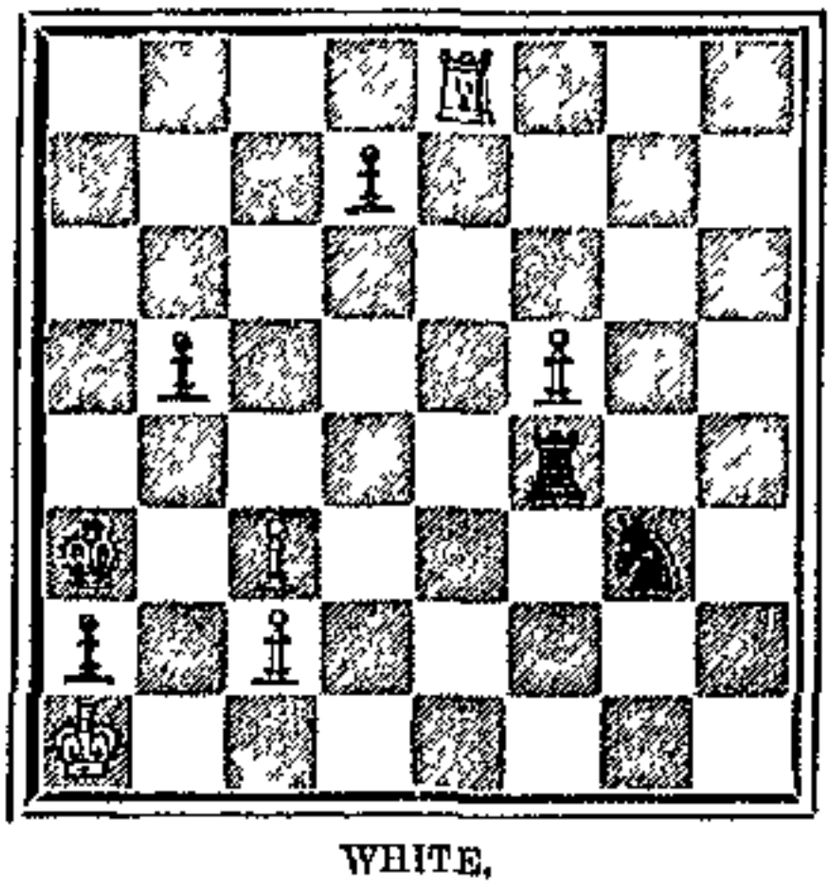
In this case White can win the game by converting a "Queened Pawn" into a Bishop, while the selection of any other Piece would only draw it. The following is the solution.

WHITE.	BLACK.
1. Q. takes P. (check.)	1. R. takes Q.
2. P. takes R.	2. P. to K. R's 7th.
3. P. to K. Kt.'s 6th.	3. P. to K. R's 5th.
4. P. to K. Kt.'s 7th.	4. K. to K. R's 6th.
5. P. to K. Kt.'s 8th (becoming a Bishop.)	

Had the Pawn been made either Queen or Rook, it would have given Stalemate; and, had it been made a Knight, it would not have been able to save the Queen's Rook's Pawn. But, being converted into a Bishop, it can afford this necessary protection, and enable the King to dispose of Black's Pawns, ultimately winning as a matter of course.

The following is another illustration from M. Jaenisch, in which the game can only be won by exchanging the Pawn for a Rook.

BLACK.



WHITE.

(See Jaenisch, p. 96.)

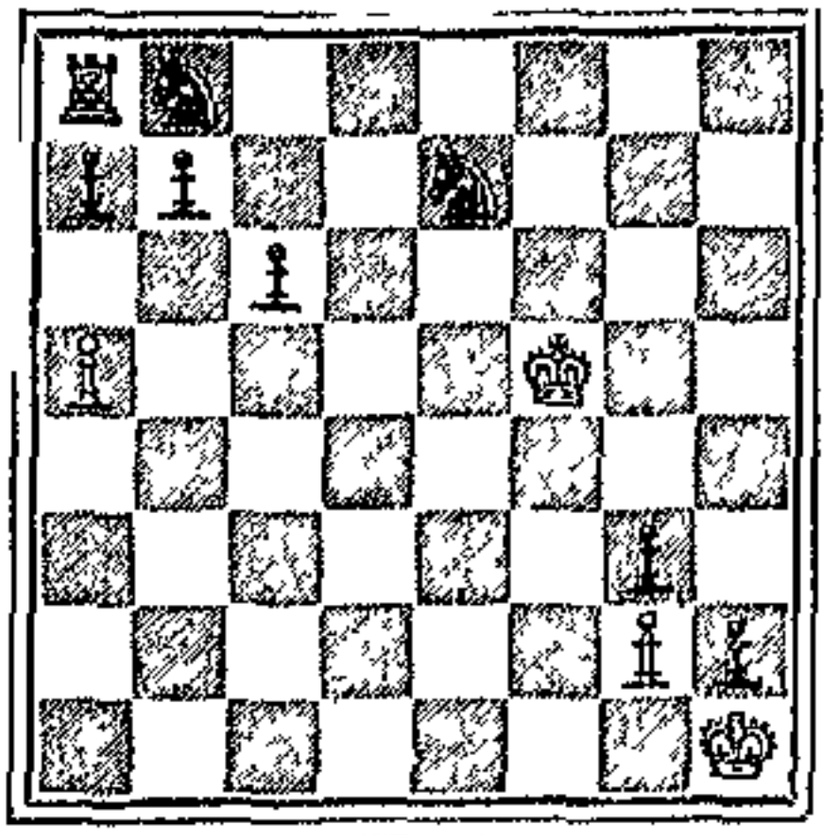
The solution is as follows :—

WHITE.	BLACK.
1. R. to Q. R's 8th (check.)	1. R. to Q. R's 5th.
2. R. takes R. (ch.)	2. P. takes R.
3. P. to K. B's 6th.	3. Kt. to K's 5th.
4. P. to K. B's 7th.	4. Kt. to Q's 3rd.
5. P. to K. B's 8th (becoming a Rook.)	

This White Pawn, which has no alternative except to continue its advance or to be captured, can neither be converted into Queen, Bishop, or Knight with advantage. The two former would give Stalemate, and the latter would not be strong enough to win. But, by becoming a Rook, it enables White to force the game.

There is still another variety of the Pawn metamorphosis. The following problem is offered by M. Petroff, as an instance where White can draw the game by allowing a Pawn to remain a Pawn after it is played to the eighth square, but cannot otherwise prevent a defeat.

BLACK.



WHITE.

(See Jaenisch, p. 97.)

Here, White has no move except with his Queen's Rook's Pawn, which Black cannot capture without giving Stalemate. And it will be found, on examination, that Black's Rook is so obstructed by his other men as to prevent his being able to mate without White making one move with the Pawn after it has attained the eighth square. So that, if a player were, in such a case, privileged to elect that a Pawn so situated should remain a Pawn, White would be Stalemated and would consequently draw the game. A very slight glance will show that this is the case, and the following moves will demonstrate that Black cannot give the more apparent mate with his Knight on the King's Bishop's 7th square.

WHITE.	BLACK.
1. P. to Q. R's 6th.	1. Kt. to Q's 4th.
2. P. takes P.	2. Kt. to Q. B's 6th.
3. P. takes R.	3. Kt. to K's 4th.
4. P. remains P. (Stalemate.)	

Had White made this Pawn a Queen, and taken the Black Queen's Rook's Pawn *as his fourth move, Black would have won the game by* checking with his Knight on the King's Bishop's seventh square, as is sufficiently obvious. So that White's only resource is to refuse all promotion for this Pawn. And M. Petroff submits it as a question for the Chess world, whether such a Pawn ought not to have the right of refusing conversion. This is contrary to the fundamental principle that a Pawn cannot occupy a square originally devoted to the Pieces, and we give it only for its ingenuity. Whatever may be thought of this point, it can scarcely be questioned that the game would lose a certain amount of its interest, if the player were prohibited from selecting an inferior Piece instead of a Queen, when positions similar to those given

above happen to arise in play. Of course they are not frequent, but, when they occur, they are calculated to offer opportunity for the highest and most ingenious order of play. The ancient writers (who forbade plurality of Pieces *because it was a violation of the principles of the game*, and carried their restriction so far as to prohibit a Bishop being selected of the same colour as the one remaining, when the other had been lost) advocated a doctrine that we can understand. But those who would admit two Queens and, at the same time, prohibit a supplementary Piece of any other kind, appear actuated by nothing else than a spirit of caprice.

CHAPTER V.

CASTLING.

The mode of Castling, described in the text, is that universally adopted in all parts of Europe, except Italy and Spain, where they practice, instead, what is termed the "Free Rochade," a method of Castling by which the King and Rook can be respectively placed on any vacant square within the limits of, and including, their own two, provided they cross over each other. Under this system sixteen varieties of Castling may be effected, ten on the Queen's side and six on the King's. On the King's there may be 1. $\frac{\text{K to R's sq.}}{\text{R. to K's sq.}}$ 2. $\frac{\text{K to Kt 's sq.}}{\text{R. to K's sq.}}$

3. $\frac{\text{K to B's sq}}{\text{R. to K's sq.}}$ 4. $\frac{\text{K to R's sq.}}{\text{R to B's sq.}}$ 5. $\frac{\text{K. to R's sq.}}{\text{R to Kt 's sq.}}$ 6. $\frac{\text{K to Kt 's sq}}{\text{R to B's sq.}}$

On the Queen's side, there may be 1. $\frac{\text{K. to R's sq.}}{\text{R. to Kt 's sq.}}$ 2. $\frac{\text{K. to R's sq.}}{\text{R. to B's sq.}}$

3. $\frac{\text{K. to R's sq.}}{\text{R to Q's sq}}$ 4. $\frac{\text{K to R's sq}}{\text{R to K's sq}}$ 5. $\frac{\text{K to Kt 's sq.}}{\text{R. to B. sq.}}$ 6. $\frac{\text{K. to Kt's sq.}}{\text{R. to Q's sq.}}$

7. $\frac{\text{K. to Kt 's sq}}{\text{R to K's sq.}}$ 8. $\frac{\text{K. to B's sq.}}{\text{R. to Q's sq}}$ 9. $\frac{\text{K. to B's sq.}}{\text{R. to K's sq.}}$ 10. $\frac{\text{K. to Q's sq.}}{\text{R. to K's sq.}}$

It is said by some that this diversity of Castling renders the game more varied and interesting, and it certainly appears to necessitate a more careful calculation at the opening than the ordinary form of Castling demands. But no one should lightly recommend change in a custom which is now thoroughly established among all good players in the principal Chess playing countries, and which is described by Der Lasa as having already penetrated to some extent into the regions of the Free Rochade itself. It is not a point to which great consideration is likely to be given, but it may be observed that the mode in general use is that which results legitimately from the original moves of the Pieces, while the Italian system is a decided innovation.

In the middle ages, the King had the power of being played (on his

first move and under restrictions somewhat similar to those now applied to Castling), two squares, in any direction, from the square on which he originally stood, whether the intervening square was vacant or occupied, a move resembling that now made by the Knight. It was in those days a customary mode of play, after the interposing Pieces were removed, to move the Rook on to the King's Bishop's or the Queen's square, whichever side of the Board was chosen, and, on the subsequent move, to play the King over the Rook on to the King's Knight's or the Queen's Bishop's square. Our modern Castling is nothing else than this operation performed in one move, and it is a modification which dates from about the sixteenth century, when it was introduced with a view to facilitate the development of the game, and to increase the rapidity and smartness of the attack.

There were other ways besides the above in which the co-operation of the Rooks could be attained through the instrumentality of the King's initiative leap. The King could be played to his Bishop's, his own or the Queen's third, and to his Knight's or the Queen's Bishop's second square, and thus afford an outlet to either of his Rooks. The following is the commencement of a gambit, from Salvio, played in this manner.

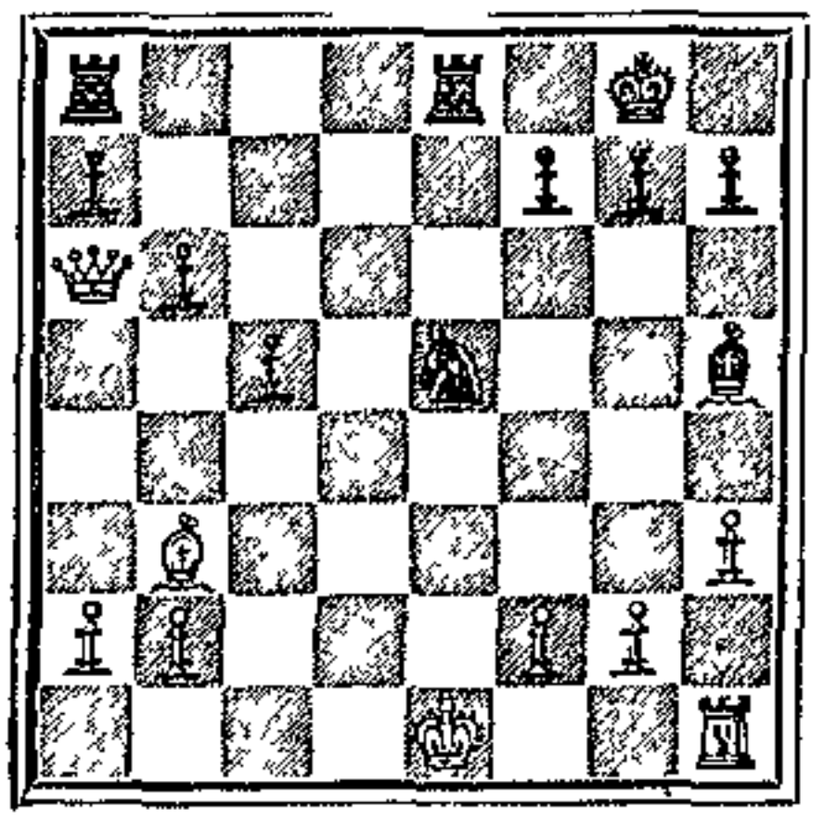
WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. P. to Q's 4th.	3. Q. to K. R's 5th (ch.)
4. P. to K. Kt.'s 3rd.	4. P. takes P.
5. K. to K. Kt.'s 2nd.	

This opening promises anything but an uninteresting game, and it may be questioned whether the abolition of the King's ancient privilege necessarily attended the introduction of Castling. The whole subject of Castling is fairly open to criticism, and it can by no means be regarded as certain that alterations will not hereafter be made. The modern practice is to some extent chargeable with the sameness and torpor which it was intended to remove. The Free Roohade and the leap of the King permit numerous variations in the opening unknown to the ordinary game, but which may possibly possess merit equally unknown to the ordinary player. At any rate, it cannot be otherwise than an interesting study for players to look closely into the question, with a view of satisfying themselves on the several considerations arising from it.

Were it not that established custom requires to be very delicately handled, a little more stringency might perhaps be given to the regulation respecting Castling; or rather, a rule requiring exact observance might have been introduced respecting it, for at present it is subject to no restriction at all, and does not obtain a place in the regulations of play, the only condition it is subject to being a compliance with the fundamental laws. A player in Castling may either touch or move first the Rook and then the King, or first the King and then the Rook, or both simultaneously; he may complete the move of one Piece

before touching the other, or, using both hands, he may cross them over each other in one movement just as he pleases. The disadvantage of this extreme licence is that it opens the door to trick and afterthought on both sides. There is nothing to prevent a player, who had moved his King's Rook to the Bishop's square, or his Queen's Rook to the Queen's square, without intending to Castle, from altering his mind, on discovering a danger unnoticed until the move was made, and *afterwards* covering it into Castling as a mode of escape. This is contrary to the doctrine of touch and move, and is not what ought to be permitted to take place in a game where all moves are supposed to be made without being previously tried over. But a more serious advantage still might be taken by the adversary of the present absence of regulation on this subject. Let us suppose a game in the position depicted in the following diagram, it being White's turn to move.

BLACK.



WHITE.

In this position White intends to Castle, and he plays his Rook up to the Bishop's square for that purpose. But as soon as he has taken his hand off the Rook, and before he has touched the King, Black, who has watched his opportunity, plays his Knight to Queen's *Bishop's fifth and cries checkmate. This would doubtless be sharp* practice on the part of Black, and such as it is to be hoped no Chess player would attempt. But laws are intended to prevent possibilities as well as probabilities, and this is a case which might arise as easily as some others provided for in the rules. If it did arise, an umpire would have great difficulty in deciding that Black was not entitled to the game.

It would put an end to all danger of afterthought on the one side or "sleight of hand" on the other, if it were made a law that, in Castling, the player should first make the move of the King. This is a peculiar move, which cannot be made under any other circum-

stances, and which, consequently, leaves no uncertainty respecting the player's intentions. It is, moreover, the ancient privilege of the King, out of which the modern operation of Castling has sprung, as has already been explained. It is a question deserving the consideration of Chess players, whether such a provision as this might not advantageously be introduced into the laws.

Counting 50 Moves.

The precise circumstances under which the counting of fifty moves may be demanded are not easy to describe in words, but they are less difficult to understand in practice. Some players contend that fifty moves are not sufficient, and M. Jaenisch proposes sixty. Since the theory of the regulation is to fix a limit within which every end game can be forced, if capable of being won at all, and since there are said to be positions in which mate can only be attained in sixty or even seventy moves, there is no reason why the number should not be extended. The practical effect of the rule is to prevent a game being frivolously continued by one pertinacious player under circumstances which do not admit of a victory on either side. The number now adopted, or any greater or reasonably less number, would probably answer this purpose equally well. A case very seldom arises in which the rule is used to test the possibility of winning a doubtful end game. Such positions are usually either complicated with Pawns, which exclude them from the operation of this law, or are such as to render the termination tolerably free from uncertainty, except in reference to questions of skill and blunders.

The following is M. Der Lasa's note to the clause referring to this subject in his proposed code.

"Among frequently discussed controversies may be placed the regulation as to counting moves at the end of a game. There is no doubt that some limit must be fixed, so that games with Rook and Knight against Rook, or Bishops of dissimilar colour with Pawns against each other, may not be uselessly continued all day. But the next thing is to define the term end game and to determine the number of moves. It was of old fixed by Carrera at twenty-four moves, which is obviously too low, and by La Bourdonnais so high as sixty. The usually adopted number, fifty moves on each side, appears to be the most suitable, inasmuch as there is no end game known which is insoluble in fifty moves, but may terminate in mate at sixty. Without going into an historical disquisition, we will adduce the three oldest passages upon the moves at the end of the game.

1. Lopez.—"The sixteenth law is that if a game appears likely to be drawn, and if the player who pretends to win it (in consequence of an advantage he appears to possess), refuses to accept it as drawn, and plays here and there, in order to fatigue his opponent, in that case there is fixed a limit of fifty counted moves played by each side and no more; that number being sufficient to test all the methods by which the game could be won. Therefore, if that limit does not suffice to

win it in the judgment of good players the game is held to be drawn."

2. GIANUTIO.—"Whenever a game appears to be drawn, and is obstinately continued in every way in order to harass the adversary, a limit of fifty moves ought then to be fixed, and, they being played, the adversary can no longer be required to continue the game, but may immediately abandon it; and these fifty moves mean but twenty-five on each side."

3. SALVIO.—"If a game can be forced without an error of the opponent, it may be continued for fifty moves; that is, one hundred by both players together. If it cannot be won without an error of the opponent, as, for example, a Rook against a Knight, or Rook and Knight or Bishop against a Rook, the game need not be continued beyond twenty-five moves of each side. But if, during the course of the twenty-five moves, it happens, from the error of the opponent, that one player can win it by force, then he has a right to the other twenty-five moves."

Having made these quotations, M. Der Lasa continues:—"The limitation of the rule to positions in which mate can be generally forced, or to games in which one player has only his King (as Ponziani advocates, 1782); or, lastly, to positions without Pawns, would leave many cases undecided.

"The rule sometimes adopted, that only the numerically weaker player can demand the counting of fifty moves, is by no means a reasonable one, for it is not unfrequently doubtful which is stronger or weaker in position, especially when there are Pawns on the Board. It also appears to us that it ought not to be allowed that the player, who was the weaker at first but who may have obtained a superiority in the course of the fifty moves by the carelessness of his adversary or otherwise, shall be, on his side, no longer bound by the appointed number, but shall demand another complete fifty. A particular regulation for such cases, by which the counting should commence anew, would be by no means suitable for practice. In our opinion, the most convenient plan is for the game to terminate when the fifty moves have been once counted. But we have reason to conclude that we are in a minority among Chess-players in this opinion. We have therefore provided, alike for end games and middle games, the somewhat modified appendix to the section, by which the counting would have to begin over again in the case of a Piece being taken within the fifty moves. We do not shut our eyes to the fact that sometimes a great hardship may arise from the appendix. Let us imagine for instance that, in the very difficult end game of two Knights against Queen, in which even the best player would find it difficult to commit no error in fifty moves, one of the Knights is at length lost. If only the fifty moves are counted, the mate may not be attained, but let the counting recommence from one, and the Queen then wins.

"We now come to the definition of what is to be understood by an end game, or the much sought estimate of the given relation of force to which alone the rule is applicable. The longest list of positions is always imperfect; the exact definition on the other hand is, perhaps,

less necessary than difficult to find. A dispute will, perhaps, never arise in which a definition is, in fact, less useful than may be at first supposed, than in a case arising under this regulation."

This will not be considered very satisfactory, but coming as it does from one of the highest among Chess authorities, it will show how difficult it is to arrive at clear definitions on this subject. Fortunately, the fifty move counting is not very often called into operation, and as a means of forcing an unwilling player to bring his game to a conclusion, any number of prescribed moves is almost equally efficacious. Were a particular exactness necessary, it would be extremely difficult to attain.

M. Der Lasa's appendix, that the counting should commence afresh when a Piece has been lost on either side, will scarcely be approved by players in general. As M. Jaenisch so forcibly argues, the weaker player is the one who demands that the game shall be concluded in the fifty moves, and he can scarcely expect the contract made at his request to be repudiated because it is no longer favourable to his interests. As to the player who has the superiority, he is required to win the game within the stipulated number of moves or not at all. And, after entering upon such an undertaking, he is bound to carry it out. At the same time, it must be admitted that there is much to be said on the other side. The fifty moves are intended to test the power of winning a game in a certain relation of strength. When a Piece is lost on either side, the circumstances are no longer the same, and the possibility of one side winning no longer doubtful. To continue the restriction of the game to the completion of the fifty moves would in that case be allowing an immunity from the consequences of blundering on the one side, or refusing the due reward to skill on the other. Supposing, as M. Jaenisch puts it, you have a King and Rook against a King and Bishop in an end game where the counting has been demanded, and that you win the Bishop on the forty-ninth move, in such a position that you cannot checkmate on the fiftieth, but could of course a few moves later. Or, supposing you are playing Bishop and Knight against Queen, and you win the Queen on the fortieth move, but require more than ten more moves in order to mate with your two Pieces. In these cases you would certainly have won the game under ordinary circumstances, and your adversary would have little right to complain of losing it. But, under the agreement made when the counting began, the game is at an end before it can be either won or lost, and M. Jaenisch contends that what would be an error or stroke of skill under any other circumstances, is no longer to be considered such under those in question.

It is very difficult to decide with strict justice a question on both sides of which so much can be said. Perhaps the weight of equity is in favour of beginning anew when a Piece has been lost, since such an occurrence removes the position at once from the class of end games to which the counting had originally been made to apply. And if M. Der Lasa's proposed appendix were attached to the law, M. Jaenisch's argument would in great measure be destroyed, since his reasoning supposes the exact and literal fulfilment of an agreement which would

then become conditional, and no longer binding under the circumstances contemplated. But the clause is so seldom brought into operation that it is scarcely desirable to complicate it with anything new.

As to the number of moves, if sixty should be thought preferable to fifty, there is no reason why that number should not be adopted. There is no particular value in the exact number fifty; and the ancient writers do not seem to have been of one accord as to its being fifty on each side, or fifty altogether. The regulation is simply intended to force a drawn game to a conclusion.

The extracts quoted above from Lopez, Gianutio, and Salvio, show that the rule was formerly applied to end games in general, and not confined to positions wanting in Pawns, as in the modern law. The provision in the text will restore the regulation to its former comprehensive application, and render it available in all cases where it can be usefully employed.

Duration.

This is a question which has puzzled every one. While it is admitted on all hands, that the game is sometimes protracted to an intolerable extent, and that this is an evil which requires correction, no one has succeeded in devising a remedy. There are positions in which a player has to calculate many moves a-head, in several varieties of play, and this is particularly the case where a move of the higher order is under consideration; since such moves usually involve sacrifices or immediate risks which cannot be hazarded without great deliberation. It would, therefore, be extremely impolitic to fix a limit of time for *each move*, as it must either be such as would still allow the game to be of excessive length, or such as would altogether exclude profound analysis and *prospective manœuvres from the game. A game of 40 moves, as* M. Der Lasa observes, in which the moves were limited to fifteen minutes each, might nevertheless last twenty hours, and not give time for a masterly examination of any particular move. This kind of limitation, therefore, would lower the standard of play without removing the evil of delay.

Both Jaenisch and Der Lasa suggest that a certain time might be *allowed to each player for his whole game, so that he might take out on* particular moves the time he has economised on others. But this plan is not without its difficulties, and neither of these writers has ventured on proposing an actual limitation clause in the law. A double action hour-glass has been suggested as a means of registering the time occupied by the players in turn, and this would perhaps be found a convenient implement in matches where the relative strength of two players *requires to be accurately determined, and where the essential element* of time occupied should always be registered.

It is true, the apprehension of wanting time hereafter might sometimes lead to hasty moves at the beginning of the game, and, in matches with limited time, diminish the interest and variety of the openings. It is difficult, also, to fix, *not only the penalty for over-*

stepping the appointed time, but the duration itself which shall be allowed. M. Jaenisch suggests two hours for each player as a convenient and suitable limit. M. Der Lasa says, "in Germany, the duration of a very carefully played game of about 45 moves may be taken at two or three hours, so that an hour and a-half may be considered the maximum for each player." But he unfortunately has occasion to continue "in England, the moves are, on an average, made slower, although even here a game which lasted two hours was considered long in Philidor's time. Since the match between McDonnell and La Bourdonnais, the average duration of an important game in England can scarcely be taken at less than six hours."

With these differences already existing, it would be a bold step for any one to lay down a positive law on the subject. It seems, however, expedient to declare that no player shall be allowed to protract the game unreasonably, and that the umpire shall have the power of deciding, when requested, whether the delay on particular moves has been necessary or vexatious. This will perhaps have the effect of preventing one player from endeavouring to weary his opponent by wilful protraction, which is, at least, one step towards improvement.

As to the custom of different countries, it certainly is anything but creditable to the spirit and decision of English players that they should be so much more torpid than those elsewhere. And a reformatory movement might very properly be set a-foot among themselves, in reference to this peculiarity. It is at variance with the general characteristics of our countrymen that they should be the *slow coaches* among Chess players. The fact gives rise to the following touch of sarcasm, in a note of M. Der Lasa's on another part of the subject: "We have assumed the observance of the usual customs at the game; which may, however, be various in different places. In England or France, for example, it may be nothing extraordinary to read a newspaper while the opponent is considering his move, *which would account for the long duration of many of their games.* In Germany, where we appear to require a quicker style of play, this would be regarded as a want of respect to the adversary."

We will now shew what remedies our foreign colleagues propose for the evil of delay, and what means they suggest for measuring time in a match. The following is the clause proposed by Der Lasa: "The time for considering a move is not limited by law. It is rather left to the players, if they wish a limited duration in their games, to agree between themselves respecting the time to be consumed on each move, or the period to be occupied in the whole game, and the proper control thereof." If nothing more effectual than this can be devised, the subject may as well be excluded from the code. It amounts to nothing more than saying there is no law at all. With such a clause what is to prevent a player from taking day after day to "consider" a move? A mere declaration that unreasonable delay was forbidden, would, at any rate afford the means of meeting such a case as that.

The clause proposed by M. Jaenisch is as follows: "In games where it is desired to test accurately the relative strength of the two players, it is proper to reckon the time consumed in their moves. We should not affix a limit to each move, but to the whole time which each player may employ in his game. This limit, which would be half the whole game, ought to be mutually agreed on before the game commences. The most convenient time to appoint is *two hours for each player, or four hours altogether.*

"If this rule is adopted, the limit should not be absolute; the player who passes it should merely be subject to the consequences detailed hereafter. As to the measurement of the time, that can be effected by means of a time-piece, which can be stopped and set in motion at will. The best plan is the following:

"Each player has by him an hour-glass, of which the *period* (that is, the time occupied by the sand in running out), corresponds exactly to the limit of time assigned to each player. During the game, each player has his glass placed *vertically*, so that the sand can run out, while it is his turn to play; that of the adversary being then *arrested*, that is, placed horizontally. As soon as a move of one player is completely made, his glass is *arrested*, either by his second or himself, and the adversary (or his second) sets the sand of *his* in motion, by placing it *vertically*, until his move is made. To prevent shaking and an irregular escape of sand, the glass should be fixed in an apparatus, which would protect it from contact with the table on which the game is played.

"The flow and repose of sand in the glasses would thus alternate successively without interruption, except such as arose from some necessary discussion or such as were agreed upon by the players, in which case, both glasses would be placed horizontally during the interval. Loss of time occasioned by the necessity of replaying an illegal move, would be counted to him who made it; also, if several moves had to be replayed, the time so consumed must be considered part of the game, and reckoned against the two players in the manner described.

"The sixty move counting in an end game need not interrupt the measurement of time consumed. If, as often happens, several moves succeed each other almost instantaneously, they may be estimated at one second each, and the two glasses may be set in motion for a corresponding time. In case of a manifestly drawn game, it is not necessary to execute the sixty moves as a matter of form; it will be sufficient to let the two glasses flow together for *one minute*, after which the game must be closed.

"Each time that a player, before the game is concluded, passes the appointed limit of time, his glass shall be reversed, and the reckoning of time and the game itself shall be continued, until either a defeat, a draw, or an annulled game results.

"In the latter case, the game must be played again, but, in either of the two former, the glasses must be placed horizontally as soon as the game is concluded. If neither glass has been reversed, or if both have been reversed an equal number of times, the conqueror is entitled to

the stake, or the draw holds good. But if one player only has overstepped the limit of time, or, if he has done this *once* more than his adversary, he shall be punished :—

"1. With a won game being counted as drawn.

"2. With a drawn game being counted as lost.

"3. With the loss of double stakes (or of *two games*, if it be in a match) if the game has been lost.

"If the glass of one player has been reversed *twice* before the end of a game, and that of the other not at all, the defaulter shall incur :—

"1. The loss of a game he has won.

"2. The loss of double stakes (or two games) in case of a draw.

"3. The loss of triple stakes (or three games) in case of defeat.

"A similar penalty will be incurred when the glass of one player has been reversed twice oftener than that of his adversary, and the punishment may be easily fixed, according to this scale for any transgression of the rule as to time."

Probably, we may ere long have an opportunity of seeing the machinery of this clause put in operation. We shall then be able to judge better of its practical working. The penalties seem suitably assigned, and, altogether, the idea is one that bids fair to be favourably received by the Chess-playing community. An allowance of two hours to each player will not be considered sufficient in an important contest. But, as the limit is left to the mutual arrangement of the players, this is immaterial.

False and Illegal Moves and Captures; Errors in Castling or Check; Penalties; and Annulled Games.

It will be most convenient to consider the whole of this subject under one article, the several parts being so intimately associated with each other that any other plan would lead to repetition. It is much the most important department of Chess legislature, and the reader is especially requested to give his close attention to all the details it involves. If the present undertaking is really to result in a permanent and universal code, it can only be by our thoroughly satisfying ourselves that all the provisions are such as the spirit of Chess requires, and such as are calculated to ensure a convenient and comprehensive regulation of the game. Unless these two objects are attained, our labour will have been in vain, and the work will have to be gone through again hereafter.

The term False Move has been used to express any irregularity of play, whether contrary to the fundamental laws or only at variance with the regulations. Indeed, the old writers used the expression in a still wider sense. In his explanations of Chess technicalities, Ponziani includes, under the head False Moves, those which are prejudicial to a player's own game, such as we now term blunders or oversights. At present, the term is restricted to moves made contrary to law, and these may be of two distinct kinds. They may

either be violations of fundamental principles as to the course of the Pieces, Castling, or Check, which would be more correctly termed *illegal*; or they may be contrary only to the appointed conditions of play, and these may be called *irregular*. In dealing with these two classes of False Moves, we are guided chiefly by their difference of nature. Illegalities ought always to be prohibited if possible; and every facility ought to be provided for their rectification at any period of the game, if it can be done without too much sacrifice of practical convenience. Whereas mere irregularities may remain on the Board without interfering with the nature of the game, and there is no reason for giving the players any right to reconsider them after a move has been made in reply.

Bearing in mind this distinction, let us next examine the manner in which errors have been provided against in former and existing codes. It appears that there are three different courses that may be pursued. 1st. We may prohibit all illegality, and pronounce every game annulled in which an illegal move has been made by either player and not observed until the adversary has moved in reply, leaving irregularities to be dealt with by separate provisions. This was the plan adopted (though far from comprehensively), in the laws published by Ponziani, according to whom the *Giuoco a Monte*, applicable to a manifest illegality, was nothing else than a recommencement of the game. 2nd. We may still prohibit all illegality, and yet give the players a right to correct illegal moves at any stage of the game, restricting the operation of the *Giuoco a Monte* to the moves following, and including that at variance with law. This is the course adopted by the Berlin Club and by M. Jaenisch. 3rd. We may allow all moves to remain that the adversary has not observed before touching a Piece in reply, unless they involve a contravention of the indispensable laws as to Check. This is the spirit of the present English code and of that proposed by M. Der Lasa.

Of these three plans, the last has undoubtedly the advantage over the others in respect to practical applicability. A law which permits any kind of move to stand good, as soon as it has been made by one player and passed by the other, is so exempt from the danger of irreconcilable disputes that no one can be surprised at its having superseded the early attempts at preserving a strict observance of fundamental law. M. Der Lasa has yielded to these practical considerations, and his observations are entitled to the most attentive consideration. He says, "According to the Berlin laws, offences against the course or position of the Pieces, render the game null, if the players cannot agree respecting the original position. False moves are also allowed by them to be corrected at any period of the game. We should have no objection to admit this regulation if it were further provided how we are to decide whether a false move, asserted by one party but denied by the other, has occurred or not. In the meantime, we abide by the provisions of the old law. For, the rest, the section very seldom comes into operation, as false moves by no means easily occur."

No one can deny the practical force of these remarks. But, may

not even practical convenience be purchased at too high a price? Undoubtedly it may; and, in the present case, the question is by no means so entirely one of convenience as M. Der Lasa would lead us to suppose. We are not only providing for illegalities which have been passed by unnoticed, but also for the far greater number which *have* been observed before the game has proceeded into distant complications, or even before the adversary has moved in reply. Surely there can be no *facility* or *convenience* obtained by *suffering illegal moves* to remain in these cases; and yet both M. Der Lasa and the provisions of our English code would permit them to remain. This is, at any rate, a purely arbitrary sacrifice of consistency, and it remains to be tried whether actual inconvenience would be incurred by prohibiting illegal moves entirely.

Before proceeding farther, it may be interesting to quote the provisions of one or two former codes. The following passages are extracted from Ponziani's regulations, and it may be observed that this writer clearly adopted the idea of prohibiting illegality, and that on this principle was grounded the objection entertained in his day *against "Queening" a Pawn before a Piece had been lost*. On this subject, he says, "A Pawn, arrived at the eighth square, is by the very fact invested with the quality of a Piece previously lost. But, if no Piece has been lost, the player must hold its denomination in suspense until that happens, &c. But, even then, you cannot demand a Bishop of the same colour as that remaining on the Board, *for that would be contrary to the nature of the game.*" Here we see the same principle manifested as that which is so commonly advocated in the present day, and we will now extract the clauses relating to the errors under consideration.

5th Rule. After describing similar conditions of Castling to these now enforced, he says, "Whoever Castles when Castling is forbidden must move either the Rook or the King, *at his own choice.*" 7th Rule. "Whoever touches one of his own Men without saying *acconcio* or *accommodo*, or the like, must move it, if possible. But, if by mistake a Man is touched which cannot move, or which covers the King, it is not in the former case obliged to be played contrary to the nature of the game; nor, in the latter, need either the Man or the King be moved, *as some with excessive rigour pretend.*" 8th Rule. "Who touches an adverse Man must take it, if possible. If not, *he can play where he pleases.*" *9th Rule. If, after touching one of your Men, you* move or touch another, *you must move which the adversary elects.*" 10th Rule. *Casa toccata pezzo lasciato.* "When a Man is once placed on a square, even if the hand is not withdrawn, it must be left there. But, if it is traversing a file, it may be advanced still farther, but must not recede." 11th Rule. "Whoever says Chook when he touches a Man must give it, if possible. But if, when he says Chook, he makes a move or capture which does not give it, the move must stand nevertheless, *since the act must prevail over the voice.* But, if Chook is said without touching a Man, the player may still make what move he chooses." 12th Rule. "If any Man, except the King, is played to a square which is not in accordance with its course, and the hand has

been removed, it must, at the will of the adversary, *either be lost, played otherwise legally, or remain where it is*, provided that can be effected consistently with the nature and laws of the game." 13th Rule. "If the King has been in Check during two moves on each side, it is a case for the *Giuoco a Monte* (*i.e.* annulling the game) *either fraud, error, or negligence being common to both players.*" 14th Rule. "The *Giuoco a Monte* must also be adopted when a game has been commenced with the Board or Men wrongly placed, with a Pawn or Piece deficient; or, finally, if the two Bishops in the course of the game are found to be on squares of the same colour; *these being contradictory to the institutions of the game.*" 15th Rule. "Unless noticed before moving in reply, no penalty can be inflicted on an adversary for faults." 16th Rule. "An indulgence to the adversary does not imply that the same is to be expected from him in return."

The principal regulations given by Cozio, in reference to this part of the subject are the following. 7th Rule. "If a player take one of his own Men, the adversary may insist on the capture remaining, or require either Man touched to be moved." 12th Rule. "Whoever shall make a false move, for example, shall play a Knight from a White to a White square, a Black Bishop to a White square, or a Rook out of the straight line, where such Pieces cannot go; in that case, by the rigour of the law, he must lose the Piece falsely played, *because it is supposed to be an attempt to cheat, especially when playing for a stake* (*perchè si suppone esser fatto a malizia, e massime quando si giuoca d'interesse*). But this penalty can only be enforced before the adversary himself moves." 14th rule. "J'adoube should be said *before* touching a Man, '*ciò se deve subitamente proferire avanti toccare il pezzo.*'" 16th Rule. "If an adverse Man be touched, it must be taken, if possible. If not, the Man touched, which was about to take it, must be moved."

Greco, although so distinguished a player, was not a voluminous lawgiver. Among his provisions we find the touch and move principle, applied both to touching your own Men and the adversary's,—the penalty of moving the King in case a Man has been touched which cannot move,—and the declaration that you are *not* compelled to leave a Piece on a square it has touched, the *casa toccato pezzo lasciato* maxim having probably been found troublesome in practice.

The 10th rule of Allgaier is that a false move must be annulled, and the turn to play transferred to the adversary,—a principle which has been adopted in the text.

These extracts will show how former players provided against the errors now under consideration. Imperfect as were their provisions, our present English code is scarcely less deficient. In the case of a false move, our existing laws give the adversary a right to choose as a penalty, either that the move shall remain, that it shall be retracted and the Man played legally, or that the King shall be moved. This is sufficiently definite, provided the move is simple, has been completely made, and is not complicated with being in relation to the hostile forces.

But if a player *touch* more Men than one, each of which can be

legally moved, the English law does not at present provide any intelligible penalty. In that case, the adversary can apparently require nothing more than that the one first touched must be moved. So that, if you are careful to touch first the Man you intend to move, you seem privileged to distract your opponent to any extent you please, by pretending to move others. As to *touching* one of the adverse forces, the English law says nothing on the subject, and, with reference to *taking* them, this code, as M. Jaenisch observes, is quite contradictory. By section 9, it provides that if a player take one of his adversary's Men, without saying J'adoube, his adversary may compel him to take it; "but if it *cannot be legally taken*, he may oblige him to move the King, should the King, however, be so posted that he cannot be legally moved, *no penalty can be inflicted.*" While section 11 says, "If a player take one of his adversary's Men with one of his own that cannot take it without making a false move, his antagonist has the option of *compelling him to take it with a Piece or Pawn that can legally take it*, or to move his own Piece or Pawn which he has touched." By section 9, a player seems exempt from the necessity of moving his own Man, in case he had captured with it one of the hostile forces which could not be legally taken; while section 11 expressly provides that he could be compelled to move his Man under those circumstances.

These are incongruities and inconsistencies in the present law which absolutely demand amendment. And the question we have to consider is, *on what principle shall we proceed, in framing our new and more* complete provisions? shall we forbid all illegality? shall we admit any and what penalties?

With reference to illegality, enough has been said above, and in the preface, to show that it is not to be tolerated in a game such as Chess. We certainly ought to be well satisfied that it is indispensable, before *we sanction as a penalty what we punish as a fault. If it is so serious an* infraction of the law, for instance, to move a Man on to a square it cannot legally occupy, that a player who is guilty of the offence must be liable to consequences which usually lead to the immediate loss of the game; surely we are not justified in legalising that very proceeding as soon as it is endowed with the quality of a penalty. This is a contradiction between principle and practice which cannot be longer countenanced. So that we abandon, without hesitation, the penalty of allowing the illegal move to remain.

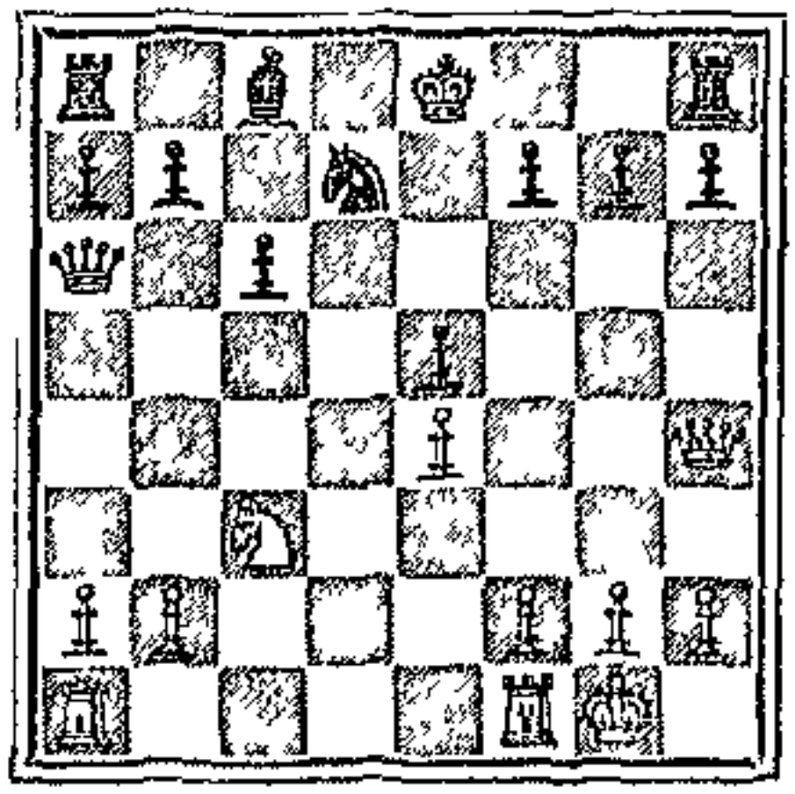
But, when we come to consider what penalty should be retained, the question is by no means an easy one to answer. M. Jaenisch is of opinion that we might abolish penalties altogether, and trust only to the touch and move principle as a regulator of the game. The following arguments may be stated in support of this view. In former times, it may be assumed that the game was frequently, or perhaps even usually, played for a stake; and errors were visited with severe penalties to guard against their being wilful, as is the case wherever an amusement is combined with gambling. Cozio says, in his 12th law, which refers to false moves, "*Chi giuocherà un colpo falso, a rigore di giuoco si deve perdere il pezzo, che si è giuochato male, perchè si suppone esser fatto a malizia, e massime quando si giuoca d interesse.*" That is to say, "who-

ever plays a false move must, by the strict law, lose the Man falsely played, because it is supposed to be an *attempt to cheat*, especially when *playing for gain*." Since the game of Chess, in the present day, is not one in which gain is an object or actual cheating an event to be guarded against, we have no occasion to take ancient regulations as our guide in this part of the subject. Acts of positive fraud, such as secretly removing an adverse Man from the board, or replacing a lost one of your own, have long been unmentioned in Chess codes, because such offences are practically unknown among those who could be tolerated in Chess society. Then, what is our motive in providing penalties for offences in the present day?

M. Jaenisch answers this question by saying that it is to ensure observance of the laws, to encourage exactness of play, and to prevent the distraction and annoyance to the adversary which would result from uncertainty, repetition, or readjustment in the moves. There is, according to him, no occasion to make the penalties more severe than is necessary to attain these objects.

But the present penalties, M. Jaenisch contends, in addition to authorizing illegalities, constitute little short of an immediate loss of the game in certain positions, for an error which is often purely accidental; while, such is their uncertainty, that, in others, they are attended with no consequences whatever. The penalty of moving the King for errors of all kinds is particularly open to this objection. There are positions in which it is instantly fatal to the game, others in which it is absolutely inoperative. Why should the amount of punishment for the same offence be dependant on accidental circumstances of position? Let us consider for a moment such a position as the following:

BLACK.



WHITE.

Now, let us suppose that either player commits precisely the same fault, namely, that he touches his King's Pawn which cannot move, and that the adversary requires the King to move as a penalty. In

the position of White the penalty would have no injurious effect on his game at all, while, in that of Black, it would immediately lead to checkmate. A penalty, the severity or impotence of which depends on fortuitous circumstances such as these, is certainly objectionable in a game which aspires almost to the exactness and dignity of a science.

The next penalty which tradition rather than modern usage brings under our notice is that provided by the old Italian writers, who required that a Man falsely played should be considered as lost and at once removed from the board. This is far more objectionable on the score of severity than the one just noticed, and it is inconsistent with the very theory of the game, which recognizes no removals from the board, except in the case of men captured in conformity with the laws. It is quite certain that we cannot venture upon importing this obsolete regulation from Italian Chess literature.

All penalties being thus found more or less objectionable, M. Jaenisch avows that the game could be just as well regulated without any penalty at all, except that arising from the necessity of moving or taking any Man touched, and from giving the adversary a right of selecting which he pleases from any number touched successively on one turn to play. This is a doctrine which will no doubt recommend itself to many players, especially the young, for it is easy, simple, uniform, consistent with the principles of the game, and involves no injurious consequence beyond that arising from the player's own act and deed. *And, in a majority of cases, it would prove* sufficiently severe as a penalty for the purpose intended.

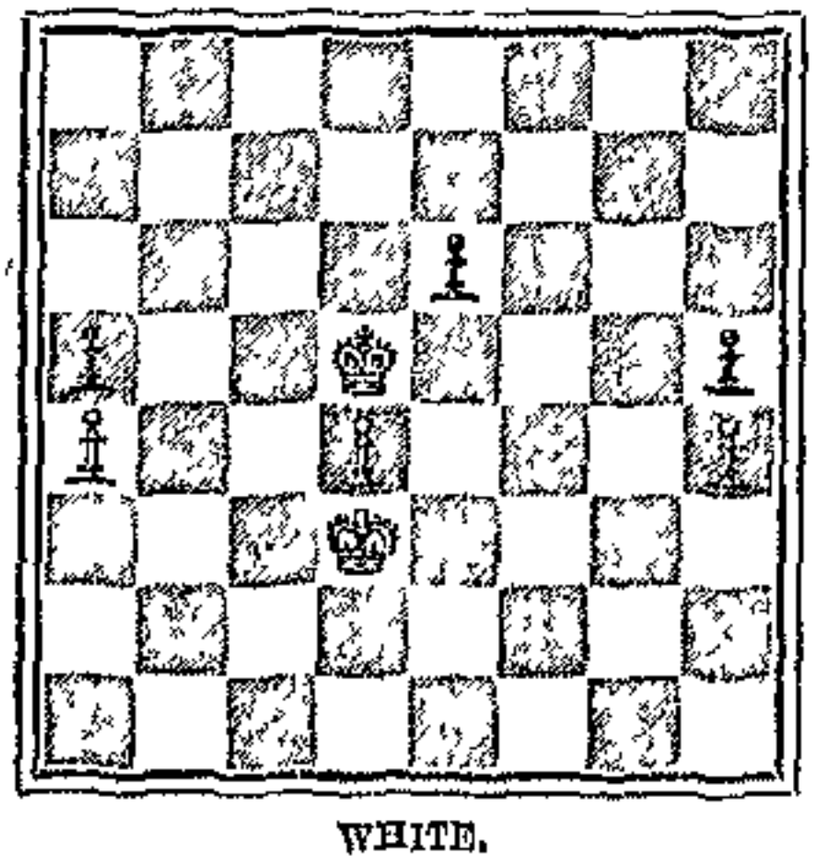
But the fatal objection to this proposition is, that it would leave many offences unpunished altogether. If a player make a false move with a Man which cannot move legally elsewhere, it would necessarily *leave him to make another move at his own choice. If this* is to be allowed in the case of impossible moves, how can we consistently enforce a penalty for others? What difference is there between moving illegally a Man which *has* the power of moving elsewhere and one which *has not*, that the former act should be visited with penal consequences from which the latter is exempt? There seems no reasonable answer to this question. Indeed, the impossibility of a Piece moving seems rather to aggravate than palliate the fault of touching or playing it. Moreover, unless the laws are maintained by stringent provisions against violating them, there is a danger of their being laxly observed. And we all know what a miserable game Chess becomes when it is not played in strict accordance with law.

On these grounds, the principles laid down in the text have been adopted; namely, that when the King cannot move as a penalty for making an impossible move, the player who committed the offence must either lose his turn or play any other Man his adversary selects. It has been stated above, that Allgaier's 10th Rule requires that a false move must be annulled, and the turn to play transferred to the adversary. In reviving this provision, it is necessary to say a word or two in its justification. It may be contended that, since it practically gives the adversary a right of moving twice in succession,

it violates the fundamental principle of alternation in the moves. But this is scarcely to be called a principle of the game. *It is merely* a habit of playing, which may be, and, in the case of odds, often is, dispensed with. Principles which cannot be contravened are those which concern the power and course of the Men. So that, there is little real weight in this objection.

Another difficulty which may be suggested is, that losing the move would often be an advantage to a player, and especially in situations where he has no other Man to move instead. The following observation is made by M. Der Lasa on this part of the question: "In Lolli, we find the regulation that a Piece falsely played should be taken off the board, and the other player then make his next move. But, when it is remembered that a player may sometimes lose a move in order to be relieved from an impeding Pawn of his own, this rule does not appear free from danger. In order to get rid of the Pawn altogether, it would only be necessary to make a false move with it, and to play it on to a square where the adversary could not let it remain without disadvantage." The same reasoning applies to losing the move as a consequence of false play. There are constantly positions, at the end of games, where the queening or non-queening of a Pawn depends upon the relative positions of the Kings, and where the players would, one or the other, be very glad if a move could be lost. The following is the concluding position in a game recently played by correspondence, between Lord Lyttelton and an amateur. It is now White's turn to move, but what would he not give to lose it?

BLACK.



WHITE.

In this position, the result depends on the *opposition* of the Kings, which is now with Black, but which would be transferred to White if the latter could, by making a false move, acquire the right of compelling his opponent to play twice in succession. In order to

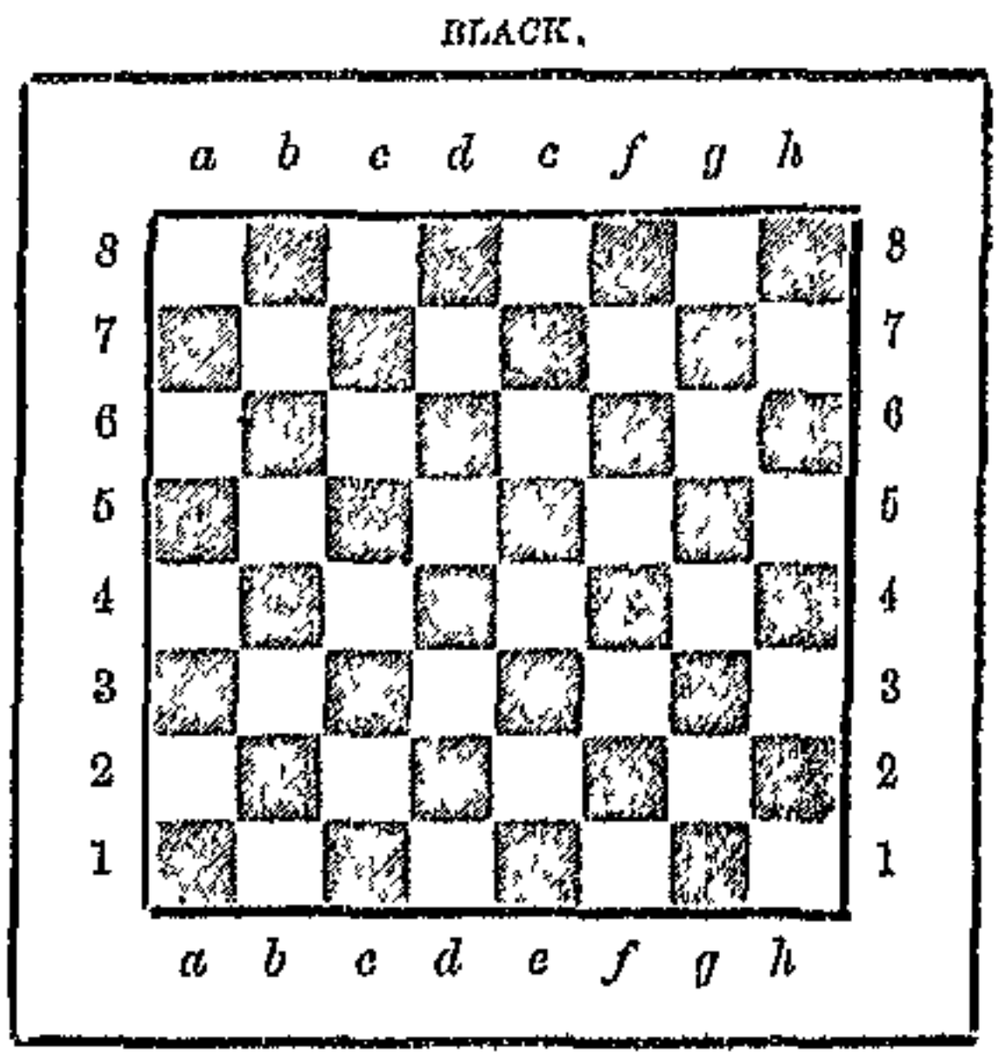
guard against this event (*which would be of constant occurrence* where King and Pawn oppose King alone), the provisions in the text leave this penalty at the choice of the adversary, allowing him, if he please, to require the Man falsely played to be legally moved elsewhere. This renders the regulation entirely free from the danger suggested by M. der Lasa.

M. Jaenisch adds to the touch-and moves sections a provision to the effect that a player is compelled to take any adverse Man he may have touched with one of his own, while holding it in his hand preparatory to play. *This seems likely to occasion disputes, as a Man may* often really be, and would generally be said to have been, touched in that manner accidentally.

With reference to the hardship, inconsistency, and inequality of a penalty, they are unavoidable and inherent in the thing itself. The way to escape them is to avoid committing the offence to which the penalty applies. All punishments are necessarily at variance with liberty and freedom of action on the part of the offender, and they are all more or less severe in one state of things than in another.

CHESS NOTATION.

In England the Chess Board consists simply of sixty four coloured squares, but on some parts of the Continent there is added a border, containing letters and numbers by which the different squares can be described, as shewn in the following diagram:



The invention of this ingenious contrivance has been erroneously ascribed to *Philidor*, but it was first introduced by Stamma, in *1737*. It is intended to furnish an easy definition of the squares, so as to facilitate what is termed Chess *Notation*, that is, the description or record of Chess moves. In England the moves are described in words, *and, notwithstanding the use of many technical abbreviations*, the expressions employed are often complex and long. On the Continent the moves are described by simply naming the square from which, and the square on to which, they are made. In a board, such as is shown above, the letters describe the files, and the numbers the ranks, so that every square in the Queen's Rook's file is denominated *a*, in the Queen's Knight's file *b*, and so forth; while every square in the first rank is called 1, in the second 2, and so on. The Queen's Rook's square is therefore *a* 1, the Queen's Rook's Pawn's square *a* 2, the third square on that file *a* 3, the fourth *a* 4, &c. In describing a move by this notation, such, for instance, as "White's Queen's Rook's Pawn to Queen's Rook's 4th square," it is merely necessary to write "*a* 2 *a* 4," which means that the Pawn at *a* 2 is played to *a* 4; or, take the move of "White's Queen's Knight to Queen's Bishop's 3rd,"—this would be expressed by "*b* 1 *c* 3."

In addition to these signs descriptive of the simple moves, there are others which designate capture and other events incidental to the moves. A capture is described by a small o, so that "*b* 1 *c* 3 o," would mean that the Queen's Knight captured a Pawn or Piece occupying the Queen's Bishop's 3rd square. Castling on the King's side is described by o—o, on the Queen's side by o—o—o; Check is implied by a †; Checkmate by a ‡. At the end of a series of moves = means that the game *is drawn*; $\underline{\dagger}$ that the *advantage is with the first player*; and $\overline{\dagger}$ that the advantage is with the second player.*

In registering moves by this system, the move of the first player and the reply of the second are coupled together; thus $\frac{e\ 2\ e\ 4}{e\ 7\ e\ 5}$ would mean that White played King's Pawn to King's 4th and Black replied with the same move. The player who moves first is always supposed to use the White pieces, so that the move above the horizontal bar is that of White, and the one below that of Black. But there seems no reason why this practice should not, when necessary, be reversed.

The following is an example of a game recorded by this notation:

1. $\frac{e\ 2\ e\ 4}{e\ 7\ e\ 6.}$ 2. $\frac{g\ 1\ f\ 3.}{b\ 8\ c\ 6.}$ 3. $\frac{d\ 2\ d\ 4}{c\ 5\ d\ 4.o}$ 4. $\frac{f\ 1\ c\ 4.}{f\ 8\ b\ 4.\dagger}$

5. $\frac{c\ 2\ c\ 3.}{d\ 4\ \ 3\ o}$ 6. $\frac{o—o}{c\ 3\ b\ 2.o}$ 7. $\frac{d\ 1\ d\ 5.}{b\ 2\ a\ 1.D}$ 8. $\underline{d\ 5\ f\ 7.o\ddagger}$

Translated into English, this little game would read as follows:

---

* When a Pawn is "Queened" the Piece into which it is converted is expressed by one of the capitals A, B, C, or D; A, meaning a Rook; B, a Knight; C, a Bishop; and D, a Queen.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. Kt's 5th (ch.)
5. P. to Q. B's 3rd.	5. P. takes Q. B's P.
6. Castles.	6. P. takes Q. Kt's P.
7. Q. to Q's 5th.	7. P. takes Q's R. (becoming a Q.)
8. Q. takes K. B's P. (mates.)	

In comparing these two records of the same game, it is evident that the foreign (which M. Jaenisch terms the *Algebraic*) has the *advantage of much greater simplicity and brevity than the other.* It is also free from certain objections to which the English method is liable. From our practice, of each player naming the squares in reference to their distance from *his own Pieces*, arises the disadvantage of their being named differently by the two players. What White terms the King's 3rd square, for instance, Black terms the King's 6th; and so on for the several squares of all the Pieces. This creates a certain difficulty in reading the games, especially on the part of young players, for whom the study of Chess ought to be rendered as easy and agreeable as possible. Then, by our naming the Piece which moves, in every instance, we compel the players who wish to record their games, or the student who desires to play them over, to retain, throughout every complication, an exact recollection of which is the King's and which is the Queen's Piece. It often happens that this is by no means an easy matter, in the case of Rooks and Knights. For this reason, and to avoid ambiguity where there are doubled Pawns, or where a Pawn has, in capturing, passed from its own on to the adjoining file, English writers have been obliged to adopt a partial imitation of the foreign notation, in naming, not only the Man moved, but the square from which it was played. Another objection to naming the Pieces in *recording a game is, that the record can only be read by those acquainted* with the language in which it is written, whereas the foreign notation adopts a language of its own which players of all countries can interpret.

The whole of this argument is clearly set forth in the introduction to M. Jaenisch's treatise, where it is brought to a conclusion decidedly unfavourable to the English notation. But it is, at the same time, extremely difficult to convince an English player that our own system is not both easier and clearer than the foreign. This is perhaps a prejudice on our part, arising from habit. Where the Algebraic method has been adopted in practice, it seems to be preferred to any other. It appears to have a somewhat similar advantage over a verbal record to that which ciphers in arithmetic have over a verbal description of numbers. It is very desirable that English makers should attach a numbered and lettered margin to their Boards, so that we might at least have the means of trying which notation is preferable in actual use. A player who will go through the above little game, by the

foreign notation, will find that the letters and numbers soon become familiar.

It may be observed, in conclusion, that the English method might be considerably abbreviated by employing capitals for the King's Pieces and small letters for the Queen's; and that it would be relieved from one source of confusion by naming the squares only from White's side of the Board, so that the King's 3rd square, for instance, would be called the King's 3rd square by both players. It is also a precaution which will frequently prove valuable when the game becomes complicated, to have a distinguishing mark on the King's Rook and Knight, such as is adopted by the maker of the men which pass under the name of the Staunton pattern. It is also convenient to express a capture or a check by a cross.

OPENINGS AND ILLUSTRATIONS,

SUPPLEMENTAL TO THE

CHESS-PLAYER'S HANDBOOK.

The King's Knight's Opening.

GAME THE FIRST.

("Handbook," page 60.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to K. B's 3rd.
3. K. Kt. takes K's P.	

Instead of this move the "Leitfaden" prefers 3. K. B. to Q. B.'s 4th; remarking that 3. K. Kt. takes K's P., which constitutes what is called "Damiano's Gambit," though safe, is inferior.

GAME THE FOURTH.

PHILIDOR'S DEFENCE.—("Handbook," page 64.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.

The opinions of our leading players on the subject of this defence have undergone considerable change of late years, and there is now a growing tendency observable to prefer 2. P. to Q's 3rd, to the once popular 2. Q. Kt to Q B's 3rd. This is owing not so much to any improvements which have been devised for carrying on the former defence, as to an apprehension of encountering the annoying attack, suggested centuries ago, of 3. K B to Q Kt's 5th. At the same time it must be allowed, that the Philidor defence is better understood and better managed than it was, and may be adopted without entailing any other disadvantage than that of a somewhat cramped opening. The following are considered the best moves on both sides:—

3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P., or VAR. I.	
	4. Q. B. to Q's 2nd.

(This fourth move of Black is thought to be better than 4. Q. Kt. to Q. B's 3rd, given in the "Handbook.")

5. Q. B. to K. B's 4th.	5. Q. Kt. to Q. B's 3rd.
6. Q. to her 2nd.	6. K. B. to K's 2nd.
7. Q. Kt. to Q. B's 3rd.	7. K. Kt. to K. B's 3rd.
8. K. B. to Q. B's 4th.	8. Castles.
9. Castles on K's side.	

and White can boast of little, if any, superiority in position, unless it be a somewhat freer game.

When Black plays 4. Q. Kt to Q B's 3rd, you may pursue the attack in a different way to that given in the "Handbook," viz.:

	4. Q. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.

6. K. B. takes Q's Kt. 6. Q's B. takes B.
7. B. to K. Kt.'s 5th.

and have a good game. See the "Illustrative Games" which follow.

VARIATION I.

4. K's Kt. takes P. 4. P. to Q's 4th.

This move, until recently, was thought so effectually to free Black's game, that the chief authorities advised White to prevent it by taking the Pawn at move 4, with the Queen instead of with the Knight. The following variations appear to demonstrate, however, that taking with the Knight is at least as beneficial to White as capturing with the Queen.

5. P. to K's 5th. 5. P. to Q. B's 4th.

(If he play 5. $\frac{\text{P. to Q. B's 4th}}{}$, the game will probably be continued thus: 6. $\frac{\text{Q. Kt. to Q. B's 3rd}}{\text{K. Kt. to K's 2nd}}$. 7. $\frac{\text{K. B. to K's 2nd}}{\text{Castles}}$. 8. $\frac{\text{Castles}}{}$. with the better position.)

6. K. B. to Q. Kt's 5th (ch.) 6. Q. B. to Q's 2nd (best.)
7. P. to K's 6th. 7. Q. B's P. takes Kt. (or A. B, C.)
8. P. takes Q's B. (ch.) 8. Q's Kt. takes P.
9. Q. takes P. 9. K. Kt. to K. B's 3rd.

(If 9. $\frac{\text{Q. to Q. R's 4th (ch)}}{}$. 10. $\frac{\text{Kt. to Q. B's 3rd}}{\text{K. Kt. to K. B's 3rd}}$. 11. $\frac{\text{Q. to K's 3rd (ch.)}}{\text{B. to K's 2nd (best)}}$. 12. $\frac{\text{Castles}}{\text{P. to Q. R's 3rd}}$. 13. $\frac{\text{K. R. to K's sq.}}{}$ with a fine game.)

10. Castles. 10. B. to K's 2nd (best)
11. Q. Kt. to Q. B's 3rd. 11. P. to Q. R's 3rd.
12. K. B. to Q. R's 4th. 12. P. to Q. Kt's 4th.
13. K. B. to Q. Kt's 3rd.

and Black will find it difficult to save his isolated Pawn.

(A.)

7. Q to K's 2nd.
8. K. B. takes Q's B. (ch.) 8. Q. Kt. takes K's B.
9. Castles. 9. Q. B's P. takes Kt. (best.)

10. K. P. takes Q's Kt. (ch.) 10. Q. takes P.
11. K. R. to K's sq. (ch.) 11. B. to K's 2nd.
12. Q. takes P., with the better game.

(B.)

7. K. B. P. takes K's P.
8. K. Kt. takes K's P. 8. Q. to K's 2nd (best.)

(If 8. Q. to Q. R's 4th (ch.) White replies with 9 Q. B. to Q's 2nd, &c.; and if 8. Q. to K. B's 3rd, White exchanges Bishops and then takes the Q's Pawn.)

9. K. B. takes Q's B. (ch.) 9. Q. Kt. takes K's B. (best.)
10. Castles. 10. Q. takes K's Kt.
11. K. R. to K's sq. 11. Q. Kt. to K's 4th.
12. Q. to K. R's 5th (ch.) and White has the advantage.

(C.)

7. Q. B. takes K's B.
8. K. P. takes K. B's P. (ch.) 8. K. takes P.
9. K. Kt. takes Q's B, 9. Q. to Q. R's 4th (ch.)
10. Q. Kt. to Q. B's 3rd. 10. P. to Q's 5th.
11. Q. to K. R's 5th (ch) 11. P. to K. Kt's 3rd.

(If 11. K. to his 3rd, White's answer is 12. K. Kt. takes Q's P. (ch.)

12. Q. to Q's 5th. (ch.) 12. K. to his sq. (best.)
13. K. Kt. takes Q's P., with a good game.

SAME OPENING.—("Handbook," p. 64.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Q. P. takes K's P.	4. K. B. P. takes K's P.
5. K. Kt. to K. Kt's 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. K. Kt. to K. R's 3rd.

(If Black now play 6. K B to Q B's 4th; you should reply with 7. K Kt. takes K's P.)

7. P. to K. B's 3rd.

In addition to the moves given in the "Handbook," Black may play 7. K. B. to Q B's 4th, though, according to the "Leitfaden" you would even then win, *e.g.*,

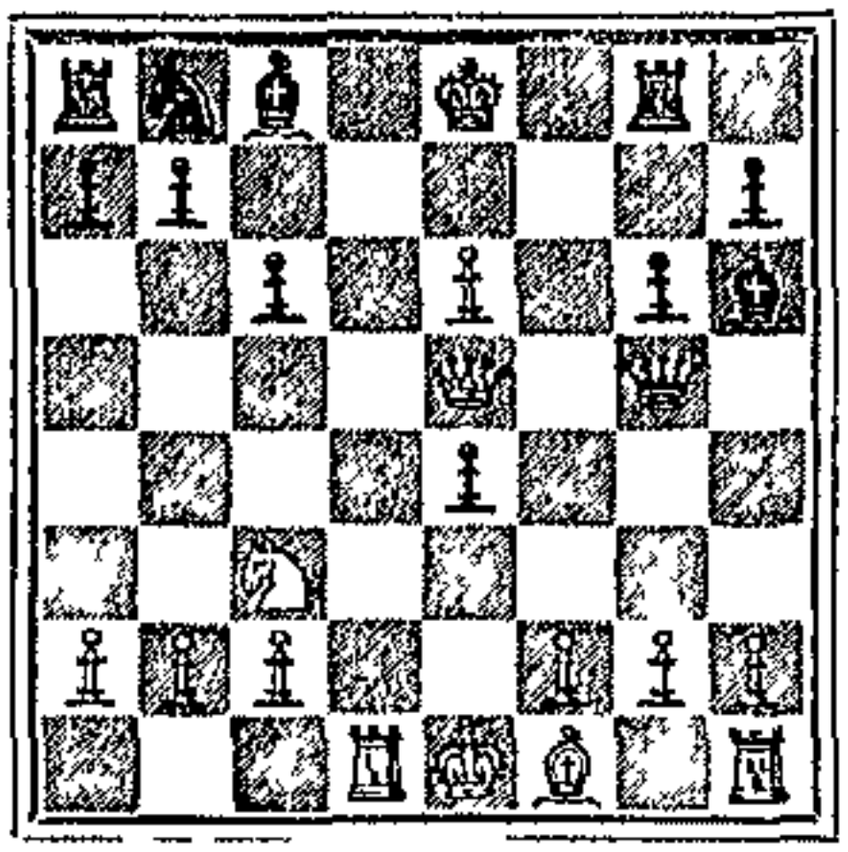
	7. K. B. to Q. B's 4th.
8. K. B. P. takes K's P.	8. *Castles.*
9. K. P. takes Q's P. (A)	9. K. R. to K. B's 4th.
10. Q. Kt. to Q. B's 3rd.	10. K. R. to K's 4th (ch.)

If 10. K. R. takes K's Kt, 11. Q B takes K's R, Q. takes Q's B. 12. Q to K B's 3rd, and White has the advantage.

11. Q. Kt. to K's 4th.	11. K. R. takes Q's P.
12. Q. B. to Q's 2nd.	12. Q's B. takes P.
13. K. B. to Q. B's 4th.	13. Q. Kt. to Q. R's 3rd.
14. Q. to K. B's 3rd, with the better game.	

It should be observed, however, that Black for his 9th move may play K. B. to K B's 7th (ch) and get a strong attack. See the Illustrative Game at the end of the chapter between two Oxford amateurs. Der Laza prefers your move 7. P. to K B's 3rd *to all others; but I believe it is* pretty evident, from the Variations given in the "Handbook," pp. 67–68, that you obtain a much better game by moving 7. Q Kt to Q B's 3rd, without exposure to any of the perils resulting from 7. P. to K B's 3rd. It may be proper to notice that if Black, in the Variation mentioned, "Handbook," pp. 67–68, adopt at move 12 a *coup* introduced by Mr. Morphy and Mr. Barnes in a game by consultation against the author and Mr. Owen, (see Illustrative Games at the end of this chapter), he ought infallibly to lose. In the game referred to White lost merely by a hasty slip at their 17th move when the game was in their hands. At move 12, Black played 12. Q to K. Kt's 4th, the situation then being as follows:—

BLACK.



WHITE.

The proper continuation now, is

13. Q. to Q B's 7th.	13. Q's B. takes P.
14. Q. takes Q Kt's P.	14. P. to K's 6th.
15. P. to K. B's 3rd.	15. Q. to K's 2nd.
16. Q. takes Q's R.	16. K. to K. B's 2nd.
17. Q. R. to Q's 4th.	

and I cannot see how Black will save the game.

(A.)

9. Q. takes Q's P.	9. Q to K's 2nd.
10. K. B. to Q. B's 4th.	10. Q. Kt. to Q. B's 3rd.

And White has a difficult game before him.

Variation on White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd
3. K. B. to Q. B's 4th.	3. P. to Q. B's 3rd.

(If Black play 3. Q's B to K's 3rd, you take the Bishop and then play. 5. P to Q B's 3rd, having the better game. So also if he move 3. Q's B to K Kt's 5th; you play 4. P to Q B's 3rd :

and if instead of either move, he play 3. K's Kt to K. B's 3rd, you answer with 4. K's Kt to K Kt's 5th, &c. The move 3. K's B to K's 2nd, will be found well exemplified in the accompanying illustrative games.

4. P. to Q's 4th.	4. P. to Q's 4th.
5. K. P. takes Q's P.	5. P. to K's 5th.
6. K. Kt. to K's 5th.	6. Q. B's P. takes P.

The move given in the books to White at this point is 7. K B to Q Kt's 5th (ch), the game proceeding thus:—

7. Q B to Q's 2nd. 8. K Kt takes Q's B / Q Kt takes K's Kt, equal game. The following, however, is not undeserving attention.

7. Q. to K. R's 5th.

(If Black reply with 7. Q's B to K's 3rd, then follows: 8. K B to Q Kt's 5th (ch) / K to his 2nd (best). 9. Q to K R's 4th (ch), and White ought to win). If, instead of moving the Bishop, Black answer with Q. to K. B's 3rd, or K's 2nd, or Q. B's 2nd, he must evidently lose a Pawn. His best move appears to be

	7. P. to K. Kt.'s 3rd.
8. K. Kt. takes K. Kt.'s P.	8. K. B. P. takes K's Kt.
9. Q. to K's 5th. (ch.)	9. Q to K's 2nd. (best)
10. Q. takes K's R.	

(At move 10, you may also give check with the Bishop advantageously. 10. K's B to Q Kt's 5th (ch) / Q. B to Q's 2nd. 11. Q takes K's R / Q B takes K's B. 12. Q takes K's Kt / Q's B. to his 3rd. 13. Kt to Q B's 3rd, &c.

	10. Q. P. takes K's B.
11. Q. takes K's Kt.	11. Q. B. to K's 3rd.
12. Q. to K. R's 8th.	12. Kt. to Q's 2nd, or Q. B's 3rd.
13. P. to Q's 5th.	

And White has the better game.

Mr. Boden in this *debut* prefers the move 3. K. B to Q. B's 4th to 3. P to Q's 4th, and presents the following train of play in support of his opinion:

3. K. B. to Q. B's 4th.	3. P. to Q. B's 3rd.

4. Q. Kt. to Q. B's 3rd.	4. K. B. to K's 2nd.
5. P. to Q's 4th.	5. K. P. takes Q's P.
6. K's Kt. takes P.	

When he dismisses the opening with the remark, that you have the finer game. It does not appear to me that your position is so strong, however, as in the previous Variation.

The best answer to your move of 3. P. to Q's 4th is perhaps

3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. B. to Q's 2nd, &c.,

as shown at page 68 of the present volume.

GAMES

ILLUSTRATIVE OF PHILIDOR'S DEFENCE.

GAME I.—Between Mr. E. Williams and the Rev. — Lock.

WHITE. (Mr. W.)	BLACK. (Rev. — L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Q. P takes K's P.	4. K. B. P. takes K's P.
5. K. Kt. to K. Kt's 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. K. B. to Q. B's 4th.*
7. Q. Kt. to Q. B's 3rd.†	7. Q. to K. B's 3rd.
8. Q. takes P.	8. K. B. takes K. B's P. (ch.)
9. K. to Q's sq.	9. P. to K's 6th.
10. Q. Kt. to K's 4th.	10. Q. to K's 2nd.
11. K. B. to Q. Kt's 5th (ch.)	11. P. to Q. B's 3rd.
12. Q. Kt. to Q's 6th (ch.)	12. K. to K. B's sq.
13. Q. to K. B's 3rd (ch.)	13. K. Kt. to K. B's 3rd.
14. Q. Kt. takes Q's B.	14. Q. to Q's sq. (ch.)
15. K. B. to Q's 3rd.	15. Q. takes Q's Kt.
16. Kt. takes K. R's P. (ch.)‡	16. K's R. takes Kt.
17. K. B. takes K's R.	17. Q. takes K's P.
18. K. B. to Q's 3rd.	18. Q. Kt. to Q's 2nd.

---

* The ordinary defence at this point is K. Kt. to K. R's 3rd.

† K. Kt. takes K's P. is the correct move, and if the Kt. be taken, Q. to K. R's 5th (ch.) recovering the Piece with the better game.

‡ This was not well advised. White's Knight is of more value than Black's Rook, which is locked up. He ought to have seized the opportunity of getting rid of the dangerous Pawn at K's 3rd.

19. K. to K's 2nd.
20. Q. to K. B's 5th.
21. Q. takes Q's Kt.
22. K. to B's sq.
23. Q. to K's 2nd.
24. P. to K Kt's 4th.
25. K. to K. Kt's 2nd.
26. K. R. to Q's sq.
27. P. to Q. Kt's 3rd.†
28. K. to R's sq.
29. K. takes Kt.

19. Q. Kt. to K's 4th.
20. Q's Kt. takes B.*
21. Q. to K. Kt's 5th (ch.)
22 R. to K's sq.
23. Q. to K. B's 4th.
24. Kt. takes P.
25. R. to K's 5th.
26. Kt. takes K. R's P.
27. R. to K. Kt's 5th (ch.)
28. Q. to K's 5th (ch.)
29. Q. to K. R's 2nd (mates.)

Game II.—Between Messrs. Jaenisch and Schumoff.

WHITE. (Mr. S.)	BLACK. (Major J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3rd.
5. K. B to Q. Kt's 5th.	5. Q. B. to Q's 2nd
6. Q. to her sq.	6. K. Kt. to K B's 3rd.
7. Q. Kt. to Q. B's 3rd.	7. Q. Kt. to K's 4th.
8. K. B. to K's 2nd.	8. Q's B. to his 3rd.
9. Q. B. to K. Kt's 5th.	9. K. B. to K's 2nd.
10. Q. B. takes K's Kt.	10 K. B. takes Q's B.
11. K. Kt. to Q's 4th.	11. Castles.
12. Castles.	12. Kt. to K. Kt's 3rd.
13. P. to K. B's 4th.	13. Q. to K's 2nd.
14. K. Kt. takes Q's B.	14. Q. Kt. P. takes K's Kt.
15. B. to Q's 3rd.	15. Q. R. to Q. Kt's sq.
16. Q. R. to Q. Kt's sq.	16. B. checks.
17. K. to K. R's sq.	17. Q. to K. B's 3rd.
18. P. to K's 5th.‡	18. Q. P. takes K's P.
19. Kt. to K's 4th.	19. Q. to K's 2nd.
20. P. to K. B's 5th.	20. Kt. to K. B's 5th.
21. P. to K. B's 6th.§	21. Q. to her 2nd.‖
22. K's R. takes Kt.¶	22. K's P. takes R.

---

* Very pretty. If White take the Queen he looses a piece.

† Too late. White should have liberated his pieces on the Queen's side sooner, and he might then have saved the game.

‡ By the sacrifice of this Pawn he is enabled to bring his Kt. into effective co-operation with the other forces immediately.

§ All this is good chess.

‖ Taking Pawn with Pawn would have been highly dangerous.

¶ This is better, I believe, than the more obvious course of taking the K. Kt's P.

23. Q. to K. R's 5th.	23. Q. to her 4th.
24. Q. to K. Kt's 4th.	24. P. to K. Kt's 3rd.
25. Q. takes K. B's P.	25. Q. to K. R's 4th.
26. P. to K. Kt's 4th.	26. Q. to K. R's 5th.
27. P. to Q. Kt's 3rd.*	27. K. R. to K's sq.
28. R. to K. B's sq.	28. B. to K's 4th.
29. Q. to her 2nd.	29. P. to K. R's 4th.
30. Kt. to K. Kt's 5th.	30. B. takes K. R's P.
31. Kt. to K. B's 3rd.	31. B. to K. B's 5th (dis. ch.)
32. Kt. takes Q.	32. B. takes Q.
33. Kt. takes K. Kt's P.	33. K. R. P. takes K. Kt's P.
34. Kt. to K's 7th (ch)	34. K's R. takes Kt.
35. K. B. P. takes K's R.	35. R. to K's sq.
36. R. to K. Kt's sq.	36. R. takes K's P.
37. R. takes K. Kt's P. (ch.)	37. K. to K. B's sq.
38. R. to K. R's 4th.	38. P. to Q. R's 4th.
39. P. to Q. R's 4th.	39. R. to K's 3rd.
40. K. to K. Kt's 2nd.	40. R. to K. B's 3rd.
41. R. to K. R's 5th.	41. K. to his 2nd.
42. R. to K. B's 5th.	42. R. takes R.
43. B. takes R.	43. K. to K. B's 3rd.
44. B. to K's 4th.	44. P. to Q. B's 4th.
45. K. to K. B's 3rd.	45. K. to his 4th.
46. B. to Q's 3rd.	46. P. to K. B's 4th.
47. B. to Q. R's 6th.	47. K. to Q's 5th.
48. B. to Q's 3rd.	48. P. to K. B's 5th.

And after several more moves, the game was declared drawn.

GAME III.—Between Messrs. Morphy and Harrwitz.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.
6. K. B. takes Q's Kt.	6. Q. B. takes K's B.
7. B. to K. Kt's 5th.	7. P. to K. B's 3rd.
8. B. to K. R's 4th.	8. Kt. to K. R's 3rd.
9. Q. Kt. to Q. B's 3rd.	9. Q. to Q's 2nd.
10. Castles on K's side.	10. K. B. to K's 2nd.
11. Q. R. to Q's sq.	11. Castles on K's side.
12. Q. to Q. B's 4th (ch.)	12. K. R. to K. B's 2nd.

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* I *should rather have driven back the Bishop with the Q. B's* Pawn

13. K. Kt. to Q's 4th.	13. Kt. to K. Kt's 5th.
14. P. to K. R's 3rd.	14. Kt. to K's 4th.
15. Q. to K's 2nd.	15. P. to K. Kt's 4th.*
16. B. to K. Kt's 3rd.	16. K. R. to K. Kt's 2nd.
17. K. Kt. to K. B's 5th.	17. K. R. to K. Kt's 3rd.
18. P. to K. B's 4th.	18. K. Kt's P. takes K. B's P.
19. K's R. takes P.	19. K. to K. R's sq.
20. K. R. to K. R's 4th.	20. K's B. to his sq.
21. B. takes Kt.	21. K. B's P. takes B.
22. Q. R. to K. B's sq.	22. Q. to K's 3rd.
23. Q. Kt. to Q. Kt's 5th.	23. Q. to K. Kt's sq.
24. Q. R. to K. B's 2nd.	24. P. to Q. R's 3rd.
25. Q. Kt. takes Q. B's P.†	25. Q. R. to Q. B's sq.
26. Q. Kt. to Q's 5th.	26. Q. B. takes Q's Kt.
27. K's P. takes Q's B.	27. Q. R. to Q. B's 2nd.‡
28. P. to Q. B's 4th.	28. B. to K's 2nd.
29. K. R. to K. R's 5th.	29. Q to K's sq.
30. P. to Q. B's 5th.§	30. Q. R. takes Q. B's P.
31. K. R. takes K. R's P. (ch.)	31. K. takes K's R.
32. Q. to K. R's 5th (ch.)	32 K. to K. Kt's sq.
33. Kt. takes B (ch.)	33. K. to K. Kt's 2nd.‖
34. Kt. to K B's 5th (ch.)	34. K. to K. Kt's sq.
35. Kt. takes Q's P., and wins.	

Game IV.—Between the same Players.

White. (Mr. M.)	Black. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.

* Very imprudent in such a position and against such an opponent. It must be admitted, however, that Black has no good move at this crisis.

† Perfectly sound, as the sequel shews.

‡ Taking the Pawn would have been injudicious, for example:

27. Q. takes P.	
28. K. R. takes K. R.s P. (ch.)	28. K. takes K's R. (best.)
29. Q. to K. R's 5th (ch.)	29. B. to K. R's 3rd.
30. Kt. takes B.	30. K's R. takes Kt.
31. Q. to K. B's 5th (ch.)	31. Anything.
32. Q. takes Q's R., &c.	

§ The first step in a combination of admirable daring and ingenuity.

‖ Had he taken the Knight it would have cost him his Queen.

6. K. B. takes Q's Kt.	6. Q. B. takes K's B.
7. Q. B. to K. Kt's 5th.	7. K. Kt. to K. B's 3rd.
8. Q. Kt. to Q. B's 3rd.	8. K. B. to K's 2nd.
9. Castles on Queen's side.	9. Castles.
10. K. R. to K's sq.	10. P. to K. R's 3rd.
11. B. to K. R's 4th.	11. Kt. to K's sq.
12. B. takes K's B.	12. Q. takes B.
13. P. to K's 5th.	13. B. takes K's Kt.
14. K. Kt's P. takes B.	14. Q. to K. Kt's 4th (ch.)
15. K. to Q. Kt's sq.	15. Q. P. takes K's P.
16. K. R. takes K's P.	16. Q. to K. Kt's 7th.
17. Kt. to Q's 5th.	17. Q. takes K. R's P.
18. K. R. to K's sq.	18. Q. to Q's 3rd.
19. K. R. to K. Kt's sq.	19. K. to K. R's 2nd.
20. Q. to K's 3rd.	20. P. to K. B's 4th.
21. Kt. to K. B's 4th.	21. Q. to Q. Kt's 3rd.
22. Q. to K's 2nd.	22. K. R to K. B's 2nd.
23. Q. to Q. B's 4th.	23. Q. to K. B's 3rd.
24. Kt. to K. R's 5th.*	24. Q. to K's 2nd.
25. Q. R. to K's sq.	25. Q. to Q's 2nd.
26. P. to Q. R's 3rd.	26. Kt. to Q's 3rd.
27. Q. to Q's 4th.	27. Q. R. to K. Kt's sq.
28. K. R. to K. Kt's 2nd.	28. P. to Q. Kt's 3rd.
29. Q. R. to K. Kt's sq.	29. Kt. to K's sq.
30. Q. to Q. B's 3rd.	30. P. to K. B's 5th.†
31. Q. R. to K. R's sq.‡	31. P. to K. Kt's 3rd.
32. Q. R. to K. Kt's sq.	32. Q. to Q's 4th.
33. Q. to K's sq.	33. Q. takes Kt.
34. K. R. to K. Kt's 5th.§	34. Q. takes P.
35. Q. to K's 5th.	35. K. R. to K. B's 3rd.
36. Q. to K's 7th (ch.)	36. Q. R. to K. Kt's 2nd.
37. Q. takes Kt.	37. K. R. P. takes K's R.
38. Q. to K's sq.	38. Q. to Q. B's 3rd.
39. P. to K. B's 3rd.	39. K. R. to K's 3rd.
40. Q. to K. B's 2nd.	40. Q. R. to K's 2nd.

And White abandoned the game.

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* This looks promising, but does not turn out well. He had better, perhaps, have played K. R. to K. Kt's 6th.

† Well played. White must now beware, for his Knight is in sore peril.

‡ This will not save the Knight. The best move apparently was K. R. to K. Kt's 4th.

§ Merely desperate.

Game V.—Between Messrs. Morphy and Boden.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. B. to Q's 2nd.
5. Q. B. to K's 3rd.	5. Q. Kt. to Q. B's 3rd.
6. Q to Q's 2nd.	6. K. Kt. to K. B's 3rd.
7. K. B. to Q's 3rd.	7. K. B. to K's 2nd. *
8. Q. Kt. to Q. B's 3rd.	8. Castles.
9. Castles on K's side.	9. P. to K. R's 3rd.
10. P. to K. R's 3rd.	10. K. Kt to K. R's 2nd.
11. P. to K. Kt's 4th.	11. P. to K. R's 4th.
12. K. Kt. to K. R's 2nd.	12. K. R. P. takes K. Kt's P.
13. K. R's P. takes P.	13. Q. Kt. to K's 4th.
14. P. to K. B's 3rd.	14. P. to K. Kt's 4th.
15. K. to K. Kt's 2nd.	15. P. to Q. B's 4th.
16. K. R. to K. R's sq.	16. K. to K. Kt's 2nd.
17. K. Kt. to K. B's sq.	17. K. R. to K. R's sq.
18. K. Kt. to K. Kt's 3rd.	18. P. to K. B's 3rd.
19. Q. Kt. to Q's 5th.	19. K. Kt. to K. B's sq.
20. K. Kt. to K. R's 5th (ch.)	20. K. to K. B's 2nd.
21. Q. R. to Q's sq.	21. K. Kt. to K. Kt's 3rd.
22. K. B. to K's 2nd.	22. K. Kt. to K. R's 5th (ch.)
23. K. to K. B's 2nd.	23. Q. B. to Q. B's 3rd.
24. Q. Kt. takes K's B.	24. Q. takes Q's Kt.
25. Q. takes Q's P.	25. P. to Q. Kt's 3rd
26. Q. takes Q (ch.)*	26. K. takes Q.
27. K. Kt. to K. Kt's 3rd.	27. K. to K. B's 2nd.
28. Q. R. to Q.'s 6th.	28. K. to K's 2nd.
29. Q. R. to Q's 2nd.	29. K. to K. B's 2nd.
30. P. to K. B's 4th.	30. K. Kt. P. takes K. B's P.
31. Q's B. takes P.	31. K. Kt. to K. Kt's 3rd.
32 .Q B. to K. R's 6th.	32. K. R. to K. R's 2nd.
33. K. to K's 3rd.	33. Q. R. to K. R's sq.
34. Kt. to K. B's 5th.	34. K. Kt. to K's 2nd.
35. Kt. takes K's Kt.	35. K. takes Kt.
36. P. to K. Kt's 5th.	36. K. to K's 3rd.
37. K. R. to Q's sq.	37. K. B. P. takes K. Kt's P.
38. Q. R. to Q's 6th (ch.)	38. K. to K. B's 2nd.
39. K. B. to K. R's 5th (ch.)	39. K. to K's 2nd.
40. Q. B. takes K. Kt's P. (ch.)	40. K. to K. B's sq.
41. K. R. to K. B's sq. (ch.) and wins.	

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* Better I believe, to have taken the K's Kt. with K's R.; the attack then, apparently, would have been quite irresistible.

GAME VI.—Between Messrs. Morphy and Barnes.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Q. P. takes K's P.	4. K. B's P. takes K's P.
5. K. Kt. to K. Kt's 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. K. B. to Q B's 4th.*
7. K. Kt. to K. B's 7th.†	7. Q to K. B's 3rd.
8. Q. B. to K's 3rd.‡	8. P. to Q's 5th.
9. Q. B. to K. Kt's 5th.	9. Q to K. B's 4th.
10. K. Kt. takes K's R.	10. Q. takes Q's B.
11. K. B. to Q. B's 4th.	11. Q Kt. to Q B's 3rd.
12. K. Kt. to K. B's 7th.	12 Q. takes K. Kt's P.
13. K. R. to K. B's sq.	13. K Kt to K. B's 3rd.
14. P. to K. B's 3rd.	14. Q. Kt to Q Kt's 5th.
15. Q. Kt. to Q. R's 3rd.	15. Q. B. takes K's P §
16. K. B. takes Q's B.	16. Q. Kt. to Q's 6th (ch.)
17. Q. takes Q's Kt.‖	17. K's P. takes Q.
18. Castles.	18 B. takes Q's Kt.
19. B. to Q. Kt's 3rd.	19. P. to Q's 7th (ch.)
20. K. to Q. Kt's sq.	20. B. to Q. B's 4th.
21. Kt. to K's 5th.	21. K. to K. B's sq.
22. Kt. to Q's 3rd.	22. R. to K's sq.
23. Kt. takes B.	23. Q. takes K's R.

And White resigns.

GAME VII.—Between Messrs. Szen and Hampe.

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.

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* The usual move here is 6. K Kt to K. R's 3rd, and the safest and strongest move for White is 7. Q Kt to Q B's 3rd, as shown in the "Handbook."

† Better to have played 7. K. Kt takes K's P., regaining the Piece by Q. to K. R's 5th (ch.)

‡ The *worst defence he could adopt.* Q. to Q's 2nd, followed by Q. to K. B's 4th was the proper move.

§ Highly ingenious.

‖ The only move to escape instant defeat.

4. K. B. to Q. B's 4th.	4. Q Kt. to Q. B's 3rd.
5. K. Kt. takes P.	5. Q. Kt. takes K's Kt.
6. Q. takes Q's Kt.	6. Q. B. to K's 3rd.
7. Kt. to Q B's 3rd.	7. Q. B. takes K's B.
8. Q. takes Q's B.	8. Q. to Q's 2nd.
9. B. to K's 3rd.	9. Kt. to K. B's 3rd.
10. Castles on Q's side.	10. Q. to Q B's 3rd.*
11. Q. takes Q.	11. Q. Kt's P. takes Q.
12. B to Q's 4th.	12 Kt. to K. Kt's 5th.
13. P. to K. B's 3rd.	13. Kt to K's 4th.
14. B. takes Kt.	14. Q's P. takes B.
15. Q. R. to Q's 3rd.	15. B. to Q's 3rd.
16. Kt. to Q's sq.†	16. Castles on K's side.
17. Kt. to K's 3rd.	17. P. to K. B's 3rd.
18. Kt. to K. B's 5th.	18. B. to Q. B's 4th.
19. Q. R. to Q's 7th.	19. K. R. to K. B's 2nd.
20. Q. R. takes K's R.	20. K. takes Q's R.
21. R. to Q's sq.	21. P. to K Kt's 3rd.
22. Kt. to K Kt's 3rd.	22. B. to K's 6th (ch.)
23. K. to Q Kt's sq.	23. K. to his 3rd.
24. R. to Q's 3rd.	24. B. to Q's 5th.
25. Kt. to K's 2nd.	25. P. to Q. B's 4th.
26. R to Q. R's 3rd.‡	26. P to Q. R's 4th.
27. Kt takes B. (ch.)	27. K's P. takes Kt.
28. P. to Q B's 3rd.	28 K. to Q's 3rd.
29. K. to Q. B's 2nd.	29. K. to Q. B's 3rd.
30. Q. B. P. takes Q's P.	30. Q. B. P. takes Q's P.
31. R. to Q R's 4th.	31. K. to Q B's 4th.
32. P. to Q. Kt's 4th (ch.) §	32. K. to Q. Kt's 4th.
33. R. takes Q R's P. (ch.)	33. R takes R.
34. Q. Kt's P. takes R.	34. K. takes P.
35. P. to K. B's 4th.	35. K. to Q. Kt's 4th.
36. K. to Q's 3rd.	36. P. to Q. B's 4th.
37. P. to K's 5th.‖	37. K. B. P. takes K's P.
38. K. B. P. takes K's P.	38. K. to Q. B's 3rd.
39. P. to Q. R's 4th.	39. K. to Q's 4th.
40. P. to Q. R's 5th.	And White wins.

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* Whence this eager desire to exchange Pieces, even at a disadvantage, which Mr. Hampe exhibits? One would have supposed that Mr. Szen's acknowledged skill in Pawn end-games would have prompted his antagonist to retain his officers as long as possible.

† Kt. to Q. R's 4th, with the object of afterwards playing his Q's Rook to Q. B's 3rd, would also have been good play.

‡ Pawn to Q. B's 3rd looks a better move.

§ The termination is played by Mr. Szen with the ingenuity which he always displays in endings of this description.

‖ He now obtains two passed Pawns, as he foresaw, when he forced an exchange of Rooks; and it is impossible for the Black King to stop *both*.

GAME VIII.—Between the same Players.

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. K. Kt. takes P.	4. P. to Q's 4th.
5. P. to K's 5th.*	5. K. B. to Q. B's 4th.
6. Q. B. to K's 3rd.	6. K. Kt. to K's 2nd
7. P. to K's 6th.†	7. K. B. P. takes K's P.
8. K. Kt. takes K's P.	8. K. B. to Q. Kt's 5th (ch.)
9. P. to Q. B's 3rd.	9. Q. B. takes K's Kt.‡
10. Q. B. P. takes K's B.	10. Castles.
11. K. B. to Q's 3rd.	11. B. to K. B's 4th.
12. Castles.	12. Q. Kt. to Q. B's 3rd.
13. P. to Q. Kt's 5th.	13. Q. Kt. to K's 4th.
14. K's B. takes B.	14. K. Kt. takes K's B.
15. B. to K. B's 4th.	15. Q. Kt. to K. Kt's 3rd.
16. Q. to her 2nd.	16. P. to Q's 5th.§
17. B. to K. Kt's 5th.	17. Q. to her 3rd.
18. Q. to her 3rd.	18. Q. Kt. to K's 4th.
19. Q. to her Kt's 3rd. (ch.)	19. K. to K. R's sq.
20. Kt. to Q's 2nd.	20. Q. to K. Kt's 3rd.
21. B. to K. B's 4th.	21. K. Kt to K. R's 5th.
22. B. to K. Kt's 3rd.	22. R. to K. B's 5th.‖
23. K. R. to K's sq.	23. Q. R. to K's sq.¶
24. K. to K. R's sq.	24. K. R. takes K. B's P.
25. Kt. to Q. B's 4th.	25. Q. R. to K. B's sq.
26. Kt. takes Q's Kt.	26. Q. to K's 5th.**

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* The first player may also retreat the Kt. to K. B's 3rd advantageously.

† Better to have brought out his Pieces. Exchanging the centre Pawn for the adversary's K. B's Pawn is not a profitable barter usually, and in this case White subjects himself to the necessity of doubling a Pawn *on his Queen's side into the bargain.*

‡ He might even have gained a Pawn now without any danger, beyond that of bringing his opponent's Q. Kt. into the field.

§ Threatening to take the Bishop, and then play Kt. to K's 6th, winning the exchange.

‖ This is an ingenious manœuvre to avoid giving up the attack; but a very hazardous one.

¶ *The position is full of difficulties for Black, and this move certainly* does not lessen them. Perhaps his best plan was to play the Q's Kt. to Q's 6th; and if White then attacked his Queen with the Rook, to play the Kt. to Q. B's 4th.

** A truly gallant defence this of Mr. Hampe's, and worthy of a better result.

27. Kt. to K. B's 3rd.	27. Q. to K. Kt's 5th.
28. Kt. takes Kt.	28. Q. to K's 7th.*
29. B. takes K's R.	

And White wins.

GAME IX.—Between Mr. Lowenthal and Messrs. De Riviere, Kling, and another Amateur, the Allies consulting together.

WHITE. (Mr. L.)	BLACK. (The Allies.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.
6. K. B. takes Q's Kt.	6. Q. B. takes K's B.
7. B. to K. Kt's 5th.	7. Kt. to K. B's 3rd.†
8. B. takes Kt.	8. Q. takes B.
9. Q. takes Q.	9. K. Kt's P. takes Q.
10. Q. Kt. to Q's 2nd.	10. K. R to K. Kt's sq.
11. Castles on K's side.	11. K B. to K. R's 3rd.
12. K. R to K's sq.	12. K. to Q's 2nd.‡
13. Q's Kt. to his 3rd.	13. P. to K. B's 4th.
14. Q. R. to Q's sq.	14. Q. R. to K's sq.
15. K. Kt. to Q's 2nd.	15. K. B. takes K's Kt.§
16. Q. R. takes K's B.	16. K. B. P. takes K's P.
17. P. to Q B's 4th.	17. P. to Q. Kt's 3rd.‖
18. K. R. to K's 3rd.	18. P. to K. B's 4th.
19. K's R. to his 3rd.	19. Q. R. to K's 2nd

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* Bad; but he has no good move left.

† In a similar position, which occurred in the match won by Harrwitz of Lowenthal, the former here played P. to K. B's 3rd.

‡ I am rather inclined to believe that the Allies would have done better in Castling.

§ It is pretty obvious that Black would have gained nothing by taking the Pawn, for suppose—

	15. K. B. P. takes K's P.
16. K. Kt. takes K's P.	16. Q. B. takes K's Kt.
17. K. R. takes Q's B.	17. Q. R. tades K's R.
18. Kt. to Q. B's 5th (ch.)	18. K. moves.
19. Kt. takes Q's R., &c.	

‖ If Black had now taken the K. Kt's Pawn, they would have lost a Piece, *e.g.*:—

	16. K. R. takes K. Kt's P. (ch.)
19. K. takes K's R.	19. P. to K's 6th (dis. ch.)
20. Q. R. to Q's 5th, &c.	

20. P. to K. Kt's 3rd,	20. K. to Q. B's sq.*
21. Kt. to Q's 4th.	21. B. to Q's 2nd.
22. K. R. to K. R's 4th.	22. K. R. to K. Kt's 5th.
23. K. R. takes K's R.	23. K. B. P. takes K's R.
24. Kt. to Q. B's 2nd.	24. P. to K. R's 4th.
25. Kt. to K's 3rd.	25. B. to K's 3rd.
26. K. to K. B's sq.	26. K. to Q's 2nd.
27. R. to Q's 4th.	27. B. to K. B's 2nd.
28. Kt. to Q's 5th.	28. R. to K's 3rd.
29. P. to Q Kt's 3rd.†	29. K. to Q's sq.‡
30. Kt. to K. B's 4th.	30. R. to K's 4th.
31. K. to his 2nd.	31. B. to K. Kt's sq.
32. K. to his 3rd.	32. B. to K. R's 2nd.
33. R. to Q's 5th.	33. K. to his 2nd.
34. R. takes R. (ch.)	34. Q's P. takes R.
35. Kt. to Q's 5th (ch.)§	35. K. to Q's 3rd.
36. Kt. to K. B's 6th.	36. B. to K. Kt's 3rd.
37. P. to Q. Kt's 4th.	37. P. to Q. R's 4th.
38. P. to Q. R's 3rd.	38. Q. R. P. takes Q. Kt's P.
39. Q. R's P. takes P.	39. P. to Q. B's 4th.‖
40. P. to Q. Kt's 5th.	40. K. to Q. B's 2nd.¶
41. Kt. to Q's 5th (ch.)	41. K. to Q. Kt's 2nd.
42. Kt. to K. B's 6th.	42. K. to Q. B's 2nd.
43. Kt. takes K's P.	43. B. to K. B's 2nd.
44. Kt. to Q's 2nd.	44. K. to Q's 3rd.
45. P. to K. B's 4th.	45. B. to K. Kt's 3rd.
46. Kt to K's 4th (ch.)	*46. K. to his 3rd.*
47. Kt. to Q. B's 3rd.	47. K. P. takes K. B's P. (ch.)
48. K. Kt. P. takes K. B's P.	48. P. to K. R's 5th.**
49. Kt. to Q. R's 4th.	49. B. to Q. B's 7th.††
50. Kt. takes Q. Kt's P.	50. B. to Q. Kt's 6th.
51. P. to K. B's 5th (ch.)‡‡	51. K. to his 4th.

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* This serves to corroborate the opinion expressed in the note to Black's 12th move.

† White protects his Q. B's Pawn that he may be enabled safely to take the K's Pawn with his Rook; and if his Rook were captured, give check with his Kt. at B's 6th, &c.

‡ To prevent the capture of their K's Pawn. I believe, however, they might have played P. to Q. B's 3rd advantageously.

§ Had he taken the K. R's Pawn, it would have cost his Kt.

‖ I should have preferred advancing this Pawn to Q. B's 3rd only.

¶ Most important, or White, by playing his Kt. to Q's 5th, would have won the Q. Kt's Pawn.

** The game is played throughout attentively; but the latter portion manifests extreme care and forms a very interesting and instructive ending.

†† The only move to save the day.

‡‡ Well conceived. If Black take, the reply is Kt. to Q's 7th; and White apparently must win.

52. P. to K. B's 6th.	52. K. takes K. B's P.
53. K. to B's 4th.	53. P. to K. Kt's 6th.
54. K. R. P. takes K. Kt's P.	54. K. R. P. takes K. Kt's P.
55. K. takes K. Kt's P.	55. K. to his 2nd.
56. K. to K. B's 4th.	56. K. to Q's 3rd.
57. K. to his 3rd.	57. K. to B's 2nd.
58. Kt. to Q's 5th (ch.)	58. K. to Q. Kt's 2nd.
59. K. to Q's 3rd.	59. B. to Q. R's 5th.
60. K. to Q. B's 3rd.	60. K. to Q. R's 2nd.

And the battle was declared drawn.

Game X.—Between Messrs. Laroche and De Riviere.

Black. (Mr. De R.)	White. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.
6. B. takes Kt.	6. B. takes B.
7. B. to K. Kt's 5th.	7. P. to K. B's 3rd.*
8. B. to K. R's 4th.	8. P. to K. R's 4th.†
9. P. to Q. B's 4th.	9. Q. to Q's 2nd.
10. Q. Kt. to Q. B's 3rd.	10. Castles (on Q's side.)
11. Castles on K's side.‡	11. K. to Kt's sq.
12. P. to Q Kt's 4th.	12. P. to Q. Kt's 3rd.
13. P. to Q. R's 4th.§	13. P. to K. Kt's 4th.‖
14. B. takes P.¶	14. P. takes B.
15. Q. takes K's R.	15. B. to K. Kt's 2nd.
16. Q. takes K. R's P.	16. K. B. takes Q's Kt.
17. Q. R. to Q. Kt's sq.	17. Q. B. takes K's P.
18. Q. R. to Q. Kt's 3rd.	18. Kt. to K. B's 3rd.**

---

* For the result of K. Kt. to K. B's 3rd, *see* the preceding game.

† The usual move is Kt. to K's 2nd, or Kt. to K. R's 3rd, but in either case the second player's game is grievously constrained.

‡ By taking the Q. R's P. he would have placed his Queen too far out of play.

§ Mr. de Riviere remarked that he should rather have played Q. R. to Q's sq., threatening to advance P. to Q. Kt's 5th, P. t Q. R's 4th, &c.

‖ Mr. Laroche now commences a counter-attack on the King's flank, and pursues it with such spirit and decision, that in a few moves Black is completely routed, horse and foot.

¶ He appears to have nothing better to do. Advancing the pawns on the Q's side would be quite futile.

** The terminating moves on the White side are very clever from this moment.

19. Q. takes P.	19. R. to K. Kt's sq.
20. Q. to K's 3rd.	20. R. takes K. Kt's P. (ch.)
21. K. to R's sq.*	21. R. takes K. R. P. (ch.)
22. K. takes R.	22. Kt. to K. Kt's 5th (ch.)
23. K. to Kt's 3rd.	23. Kt. takes Q.
24. P. takes Kt.	24. Q. to K. Kt's 2nd (ch.)

And Black surrendered.

GAME XI.—Played by a party of Metropolitan Amateurs, three on each side, in consultation together.

WHITE. (Messrs. B., M., and W.)	BLACK. (Messrs. H., M., and Z.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. B. to Q's 2nd.
5. Q. B. to K. B's 4th.	5. Q. Kt. to Q. B's 3rd.
6. Q. to her 2nd.	6. K. B. to K's 2nd.
7. Q. Kt. to Q. B's 3rd.	7. K. Kt. to K. B's 3rd.
8. K. B. to K's 2nd.†	8. Castles.
9. Castles (on Q's side.)	9. K's Kt. to K. Kt's 5th.
10. K. R. to K. B's sq.	10. Q. B. to K's 3rd.
11. P. to K. R's 3rd.	11. K. Kt. to K's 4th.
12. P. to K. Kt's 4th.	12. K's B. to K. B's 3rd.
13. Q. Kt. to Q's 5th.	13. Q. B. takes Q's Kt.
14. K. P. takes Q's B.	14. K. Kt. takes K's Kt.
15. K. B. takes K's Kt.	15. Kt to K's 4th.
16. K. B. to K's 4th.‡	16. Kt. to Q. B's 5th.
17. B. takes K. R's P. (ch.)§	17. K. to K's R's sq.
18. Q. to Q's 3rd.	18. B. takes Q. Kt's P. (ch.)
19. K. to Q. Kt's sq.	19. P. to Q. Kt's 4th.
20. Q. to K. B's 5th.	20. P. to K. Kt's 3rd.
21. K. B. takes K. Kt's P.	21. K. B. P. takes K's B.
22. Q. takes K. Kt's P.	22. Q. to K. B's 3rd.
23. Q. to K. R's 5th (ch.)	23. K. to K. Kt's sq.
24. Q. to K. Kt's 5th (ch.)	24. Q. takes Q.
25. B. takes Q.	25. K. R. to K. B's 6th.

---

* It is indifferent whether he take or not. His game cannot be saved.

† I am not sure that this is so good as playing the Bishop to Q's 3rd.

‡ An obvious and a very serious error.

§ They appear to have had nothing better to do under the circumstances.

26. Q. R. to Q's 3rd.	26. Q. R. to K. B's sq.
27. Q. R. takes K's R.*	27. R takes Q's R.
28. P. to K. R's 4th.	28. B. to K. B's 3rd.

And the White gave up the game.

GAME XII.—Between Messrs. Morphy and Barnes consulting together against Messrs. Staunton and Owen.

WHITE. (Messrs. S. and O.)	BLACK. (Messrs. M. and B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Q. P. takes K's P.	4. K. B. P. takes K's P.
5. K. Kt. to K. Kt's 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. K. Kt. to K. R's 3rd.
7. Q. Kt. to Q. B's 3rd.	7. P. to Q. B's 3rd.
8. K. Kt. takes K's P.	8. Q. P. takes K's Kt.
9. Q. *to K. R's 5th (ch.)*	9. *P. to K. Kt's 3rd.*
10. Q. to K's 5th.	10. K. R. to K. Kt's sq.
11. Q. B. takes K's Kt.	11. K's B. takes Q's B.
12. Q. R. to Q's sq.	12. Q. to K. Kt's 4th.†
13. Q. to Q. B's 7th.	13. Q B. takes K's P.
14. Q. takes Q. Kt's P.	14. P. to K's 6th.‡
15. P. to K. B's 3rd.	15. Q. to K's 2nd.
16. Q. takes Q's R.	16. K. to K. B's 2nd.
17. Kt. to K's 4th.§	17. K. B. to K. B's 5th.

---

* Had they played the Q's R. to Q. Kt's 3rd, the following neat mate was on the cards:

27. Q. R. to Q. Kt's 3rd.	27. K. R. takes K. B's P.
28. K. R. takes K's R.	28. R. takes K's R.
29. R. takes B.	

And Black gives mate in 4 more moves.

† This very obvious move was left unnoticed in the analysis of the present variation originally given in the "Handbook," pp. 67-68. It is not sound, but it has the merit of retarding the attack for some time.

‡ Very well played.

§ Over confident in the superiority of their position, White now played without due consideration. By simply moving Q. R. to Q's 4th, the game, I believe, is their own without trouble, for suppose:

17. Q. R. to Q's 4th.	17. P. to K's 7th, or (A.)
18. B. takes K's P.	18. K. B. to K's 6th.
19. Q. R. *to* K's *4th.*	*And wins.*

(A.)

17. R. to Q. B's sq., or (B.)

18. B. to Q. B's 4th.

And again Black has no resource.

18. B. to K's 2nd.	18. K. to Kt's 2nd.
19. Castles.	19. Q. to Q. B's 2nd.
20. Kt. to Q. B's 5th.	20. K. B. takes K. R's P. (ch.)
21. K. to K. R's sq.	21. Q. B. to Q. B's sq.
22. Q. R. to Q's 4th.	22. K. B. to K. Kt's 6th.
23. Q. R. to K's 4th.	23. K. to K. R's sq.
24. K. R. to Q's sq.	24. Q. to K. Kt's 2nd.
25. Q. R. to K. R's 4th.	25. K. B. takes Q's R.
26. Q. takes Q's Kt.	26. Q. B. to Q. R's 3rd.
27. Q. to K. R's 2nd.	27. Q. B. takes B.
28. R. to Q's 7th.	28. Q. to K. R's 3rd.
29. Kt. to K's 4th.	29. Q. B. to Q. B's 5th.
30. Kt. to K. B's 6th.	30. P. to K's 7th.

And White resign.

GAME XIII.—Between Messrs. Brien and Z—— a Polish player.

WHITE. (Mr. B.)	BLACK. (Mr. Z.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. K. P. takes Q's P.
4. Q. takes P.	4. Q. B. to Q's 2nd.
5. Q. B. to K. B's 4th.	5. Q. Kt. to Q. B's 3rd.
6. Q. to Q's 2nd.	6. K. B. to K's 2nd.
7. Q. Kt. to Q. B's 3rd,	7. K. Kt. to K. B's 3rd.
8. K. B. to K's 2nd.*	8. Castles.
9. P. to K. R's 3rd.†	9. P. to Q. R's 3rd.
10. P. to K. Kt's 4th.	10. P. to Q. Kt's 4th.
11. P. to Q. R's 3rd.	11. Q. B. to K's 3rd.
12. P. to Q. Kt's 4th.‡	12. K. Kt. to Q's 2nd.
13. Q. R. to Q's sq.	13. K. B. to K. B's 3rd.
14. Q. Kt. to Q's 5th.	14. Q. B. takes Q's Kt.
15. K. P. takes Q's B.	15. Q. Kt. to K's 4th.
16. Kt. to Q's 4th.	16. K. Kt. to Q. Kt's 3rd.
17. Q. B. takes Q's Kt.	17. B. takes Q's B.
18. Kt. to Q. B's 6th.	18. Q. to K's sq.
19. P. to K. B's 4th.§	19. Kt. to Q. B's 5th.

(B.)

17. K. to K. Kt's 2nd.
18. Q. R. to K's 4th.

With an easy winning game.

Black has other modes of play, but all tend to the same result.

* In the present form of the opening, this Bishop should occupy Q. B's 4th.

† "Castles K's side," is much better.

‡ This seems objectionable.

§ Clearly an oversight; "Kt. takes B" is the correct move.

20. Q. to Q. B's sq.
21. Q. to Q. Kt's sq.
22. Castles.
23. K. R. to K's sq.
24. Q. R. to Q's 3rd.
25. K. R. to K. B's sq.
26. Q. R. to K. B's 3rd.
27. P. to Q. B's 3rd.
28. Q. R. to K. B's 5th.
29. Q. R. to K. R's 5th.

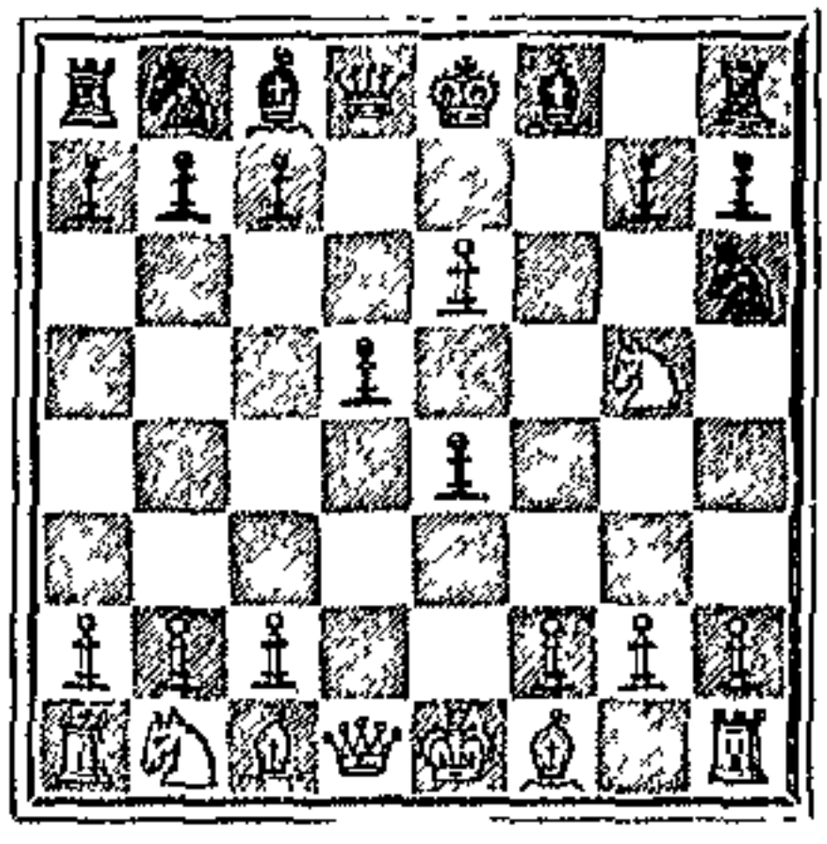
20. B. to Q. Kt's 7th.
21. Q. to K's 5th.
22. Q. takes B.
23. Q. to K. B's 6th.
24. Q. takes K. B's P.
25. Q. to K. Kt's 4th.
26. Q. R. to K's sq.
27. Q. takes Q's P.
28. Q. takes Kt.
29. Q. to K's 5th.

And White resigned.

GAME XIV.—Between two Oxford Amateurs.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Q. P. takes K's P.	4. K. B. P. takes K's P.
5. K's Kt. to his 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. K. Kt. to K. R's 3rd.

BLACK.



WHITE.

7. P. to K. B's 3rd.	7. K. B. to Q. B's 4th. *
8. K. B. P. takes K's P.	8. Castles.

---

* This defence may be adopted without danger, and appears to me to enable Black to overcome all the difficulties of his position, for this reason I prefer the method of continuing the attack laid down in the "Handbook," p. 67, beginning with 7. Q. Kt. to Q. B's 3rd, which in every case gives an advantage to the first player.

9. K. P. takes Q's P.	9. K. B. to his 7th (ch.)*
10. K. to his 2nd.	10. Q. B. to Q's 2nd.
11. K. P. takes Q's B.	

This is somewhat rashly played.

	11. Q. to K's 2nd (ch.)
12. K. to Q's 3rd.	12 Q's Kt. takes P.
13. Q. to K's 2nd.	13. Q Kt. to Q. B's 4th (ch.)
14. K. to Q. B's 4th.	14. P to Q. Kt's 4th (ch.)
15. K takes Q. Kt's P.	15. Q. R. to Q. Kt's sq. (ch.)
16. K. to Q. B's 4th.	16. Q. R. to Q. Kt's 5th (ch.)
17. K. takes Q's R.	17. Q. Kt. to Q's 6th (double ch.)

And wins.

GAME XV.—Between Messrs. Harrwitz and Lowenthal.

WHITE. (Mr. L.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd
3. K. B. to Q. B's 4th.	3. K. B. to K's 2nd.†
4. Q. Kt. to Q B's 3rd.	4 K. Kt. to K. B's 3rd.
5. P. to Q's 3rd.	5. Castles.
6. P. to K. R's 3rd.	6. Q. Kt. to Q. B's 3rd.
7. Q. B. to K. Kt's 5th.	7. Q. B. to K's 3rd ‡
8. Q. B takes K's Kt.§	8. K. B. takes Q's B.
9. B. to Q Kt's 3rd.	9. Kt to K's 2nd.
10. Q Kt. to K's 2nd.	10. P. to Q. B's 3rd.
11. B. takes Q's B.	11. K. B's P. takes B.
12. P. to Q. B's 3rd.	12 P. to Q's 4th.
13. Q. to Q. Kt's 3rd.	13. Q. to Q. Kt's 3rd.
14. Castles on K's side.	14. Kt. to K. Kt's 3rd.
15. Q. takes Q.	15. Q. R's P. takes Q.
16. P. to K. Kt's 3rd.	16. Q. P. takes K's P.

---

* This is good for Black; he may also play 9. R. to K. B's 4th advantageously.

† This, or P. to Q. B's 3rd, is perhaps the best move at the present moment. If Black play the latter, and White should reply with P. to Q's 4th, Black may obtain a tolerably free game, by advancing his Pawn to Q's 4th also.

‡ The defence adopted by Mr. Harrwitz gives him a constrained game for a long time, but under this disadvantage he fights very ably.

§ This appears to give the enemy more freedom than is desirable, and yet I doubt if he could have done better.

17. Q's P. takes P.	17. Q's R. to Q. R's 5th.*
18. K. Kt. to Q's 2nd.	18. B. to K. Kt's 4th.
19. P. to Q. Kt's 3rd.†	19. Q's R to Q. R's 3rd.
20. K. R. to Q's sq.	20. P. to Q. Kt's 4th.‡
21. P. to K. R's 4th.	21. B. takes K's Kt.
22. K's R. takes B.	22. K. R. to Q. R's sq.
23. Kt. to Q. B's sq.	23. Kt. to K. B's sq.§
24. Q R to Q. Kt's sq.	24. P. to Q. B's 4th.
25. Q. R. to Q. Kt's 2nd.	25. K. to K. B's 2nd.
26. P. to Q. B's 4th.‖	26. Q. R. to Q. R's 4th.
27. P. to Q. Kt's 4th.	27. Q. B. P. takes Q. Kt's P.
28. Q's R. takes P.	28. K. R. to Q. B's sq.

---

* The attack obtained by this move compensates, in some degree, for the ugly doubled Pawns on Black's side.

† The position, it will be remarked, is very critical for White, and without great care he would certainly have suffered some loss at this point.

‡ K. R. to Q's sq. would only have been a loss of time, as White could have replied at once with Kt. to K. B's 3rd, &c.

§ This Knight is badly posted, and the difficulty of bringing him into play is a more serious drawback to Black's game than even his doubled Pawns.

‖ At this juncture, I think that White had a Winning game. Instead of the move made I believe he should have played his Kt. to Q's 3rd; in which case the following is the most probable continuation:

27. Kt. to Q's 3rd.	27. Kt. to Q's 2nd.

(I see no better or more likely move.)

28. Kt. to Q. Kt.'s 4th.	28. Q. B's P. takes Kt.

(Again, this seems his most feasible mode of playing.)

29. K. R. takes Kt. (ch.)	29. K. to K's sq.
30. K. R. takes Q. Kt.'s P.	30. P. takes Q. B's P. (or A)
31. Q. R. to Q. B's 2nd.	31. Q. R. to Q. B's 3rd.
32. K. R. takes Q. Kt.'s P.	32. K. R. to Q's sq.
33. K. to K. B's sq.	33. K. R. to Q's 7th.

If he play his Rook to Q's 5th, White can safely take the King's Pawn.

34. Q. R. takes K's R.	34. Q. B. P. takes Q's R.
35. K. to K's 2nd.	

And White wins easily.

A.

*	30. Q. R. takes Q. R's P.
31. Q. R. takes Q's R.	31. R. takes Q's R.
32. P. takes P.	32. R. to Q. Kt.'s 7th.

(If R. to K's 7th, then follows P. to K. B's 3rd, &c.)

33. R. takes Q. Kt's P.

(Winning without much trouble.)

29. Kt. to Q's 3rd.*	29. P. takes Q. B's P.
30. Q. R. takes Q. Kt's P. (ch.)	30. K. to K. B's 3rd.
31. K. R. to Q. B's 2nd.	31. Q. R. to Q. R's 6th.
32. Kt. to Q. Kt's 2nd.†	32. Q R. takes Q. R's P.
33. K. R. takes Q. B's P.	33. Q's R. takes Kt.
34. K. R. takes K's R.	34. R. takes Q's R.
35. R. takes Kt. (ch.)	35. K. to K's 2nd.
36. R. to Q. R's 8th.‡	36. R. to Q. Kt's 5th.
37. P. to K. B's 3rd.	37. R. to Q. Kt's 7th.§
38. R. to Q. R's 5th.	38. K. to K. B's 3rd.
39. P. to K. Kt's 4th.	39. P. to K. R's 3rd.
40. R. to Q. R's 7th.	40. P. to K. Kt's 4th.
41. P. to K. R's 5th.	41. R. to K. Kt's 7th (ch.)

And draws the game; because if White take his adversary's Rook, he is stalemated.

GAME XVI.—From Max Lange's "Schach-partien."

WHITE. (M. L.)	BLACK. (Herr Dr. Hoffmann.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to K's 2nd.
4. Castles.	4. Q. B. to K. Kt's 5th.
5. P. to Q's 4th.	5. Q. Kt. to Q. B's 3rd.

---

* Instead of this move he ought, I believe, to have played the Kt. to Q. Kt.'s 3rd, in which case the game would, most likely, have been carried on as follows:

29. Kt. to Q. Kt.'s 3rd.	29. Q. R. to his 5th.
30. Q. R. takes P.	30. Q. R. takes Q. B's P.

(If he take this Pawn with the other Rook, White must win, I think, without much trouble.)

31. Q. R. takes Q. Kt.'s P. (ch.)

And White has a Pawn more, and a better situation than his adversary.

† Even here, most good players in White's position would have won the game. He should, if I make no mistake in my calculation, have played his Kt. to K's sq.: then to K. Kt.'s 2nd, and afterwards to K's 3rd, threatening a deadly check at K. Kt.'s 4th. Such is the helplessness of Black's position that these moves could hardly be prevented.

‡ R. to K. B's 3rd, allowing his King an opportunity of coming into the field would surely have been better Chess.

§ A good move, as it paralyzes the action of the White King for some time.

6. P. to Q's 5th.	6. Q. Kt. to Q's 5th.
7. Q. B. to K's 3rd.	7. Q. Kt. takes K's Kt. (ch.)
8. K. Kt. P. takes Q's Kt.	8. Q. B. to Q's 2nd.*
9. P. to K. B's 4th.	9. Kt. to K. B's 3rd.
10. K. B. P. takes K's P.	10. Q's P. takes P.
11. Q. Kt. to Q. B's 3rd.	11. Kt. to K. Kt's 5th.
12. Q. to Q's 2nd.	12. Castles.
13. P. to K. B's 4th.	13. K. P. takes K. B's P.
14. Q's B. takes P.	14. K. B. to Q. B's 4th (ch.)
15. K. to K. R's sq.	15. P. to Q. B's 3rd.
16. Q. Kt. to Q. R's 4th.	16. Kt. to K. B's 7th (ch.)
17. K's R. takes Kt.	17. K. B. takes K's R.
18. Q. takes B.	18. P. to Q. Kt's 4th.
19. R. to K. Kt's sq.	19. Q. Kt. P. takes K's B.
20. B. to K. R's 6th.	20. P. to K. Kt's 3rd.
21. Q. to Q's 4th.	21. P. to K. B's 3rd.
22. B. takes K's R.	22. K. takes B.
23. Q's P. takes P.	23. B. takes P.†
24. Q. to Q. B's 5th (ch.)	24. Q. to K's 2nd.
25. Q. takes B.	25. R. to Q's sq.
26. Kt. to Q. B's 3rd.	26. R. to Q's 7th.
27. Q. takes Q. B's P.	27. Q. to K's 4th.
28. Q. to Q. B's 8th (ch.)	28. K. to K. Kt's 2nd.
29. Q. to K. R's 3rd.	29. R. takes Q. B's P.
30. R. to Q's sq.	30. P. to K. R's 4th.
31. Q. to K. Kt's 3rd.	31. Q. to K's 2nd.
32. R. to K. Kt's sq.	32. P. to K. Kt's 4th.
33. R. to K's sq.	33. Q. to Q. Kt's 5th.
34. P. to K's 5th.	34. Q. to Q. Kt's 2nd (ch.)
35. Kt. to K's 4th.	35. R. takes Q. Kt's P.
36. K. P. takes K. B's P. (ch.)	36. K. to K. B's 2nd.
37. Q. to K. B's 3rd.	37. K. to K. Kt's 3rd.
38. R. to K. B's sq.	38. Q. to Q. Kt's sq.

White mates in 4 moves.

---

* The best square to retreat the Bishop to.

† Black gives up a Piece for the chance of making a drawn game through the exposed position of White's King. *If he had played* 23. $\frac{\text{——}}{\text{B. to K's 3rd}}$, then 24. $\frac{\text{P. to Q. B's 3rd}}{\text{Q. to K's 2nd}}$. 25. $\frac{\text{Kt. to Q. B's 5th}}{\text{B. to K. B's 2nd}}$. 26. $\frac{\text{Kt. to Q's 7th (ch.)}}{\text{K. to K. Kt's 2nd}}$. 27. $\frac{\text{R. to K. B's sq}}{\text{——}}$ with an irresistible attack.

GAME THE FIFTH.

PETROFF'S DEFENCE.—("Handbook," p. 80, VAR. IV.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K B's 3rd.
3. K. Kt. takes K's P.	3. P. to Q's 3rd.
4. K. Kt. takes K. B's P.	

(This is an invention of Mr. Cochrane, and it has hardly received the attention which it deserves)

	4. K. takes K's Kt.
5. K. B. to Q. B's 4th (ch.)	5. Q. B. to K's 3rd, or A, B.
6. K. B. takes Q's B. (ch.)	6. K. takes K's B.
7. P. to Q's 4th.	

and Black's King is fearfully exposed.

If he play—

	7. K. to Q's 2nd.
8. P. to K's 5th.	

and White has a strong attack.

If—

	7. K. to K. B's 2nd.
8. Q. Kt. to Q. B's 3rd.	8. K. B. to K's 2nd.
9. Q. to K's 2nd.	9. K. R. to K. B's sq.
10. B. to K's 3rd.	10. K. to K. Kt's sq.
11. Castles on Q's side.	

and White will advance the Pawns on the King's side with a fine position.

(A.)

	5. P. to Q's 4th.
6. K. B. to Q. Kt's 3rd.	6. Q. to K's sq.
7. P. to Q's 3rd.	7. Q. B. to K's 3rd.
8. P. to K's 5th.	8. P. to Q's 5th.

(If 8. $\frac{\text{K. Kt. to K Kt's 5th}}{}$, or 8. $\frac{\text{K. Kt to Q's 2nd}}{}$, then 9. $\frac{\text{P. to Q's 4th}}{}$,)

9. P. to Q. B's 4th.	9. Q. P. takes Q. B's P., *in passing*.
10. Q. Kt. takes P.	10. K. Kt. to Q's 2nd.

(*If* 10. $\frac{\text{Q. B takes K's B.}}{}$ 11. $\frac{\text{Q. takes Q's B. (ch.)}}{}$, &c.)

11. Q. to K. B's 3rd (ch.)	11. K. to K. Kt's sq.
12. Q. takes Q. Kt's P.	12. K. Kt. to Q. Kt's 3rd.
13. Kt. to Q's 5th.	13. Q. to Q. B's 3rd.
14. Kt. takes Q. B's P.	14. Q. B. takes K's B.
15. Q. takes Q.	15. Q's Kt takes Q.

16. Kt. takes Q.'s R., with the better game.

(B.)

	5. K. to K's sq.
6. P. to Q's 4th.	6. Q. Kt. to Q. B's 3rd.
7. Q. Kt. to Q. B's 3rd.	

and Black's game is seriously confined. None of his pieces can move effectively, and the King is unable to find safety either on his own or on his Queen's side for some time.

If he play 7. $\frac{\text{K B to K's 2nd.}}{}$ 8. $\frac{\text{Q B to K's 3rd}}{}$ If 7. $\frac{\text{Q to K's 2nd.}}{}$

8. $\frac{\text{Q B to K's 3rd}}{}$ If 7. $\frac{\text{Q B to K Kt's 5th}}{}$ 8 $\frac{\text{P to K. B's 3rd}}{\text{B to K R's 4th.}}$

9. $\frac{\text{P. to K Kt's 4th}}{}$ If 7. $\frac{\text{Q. Kt to Q R's 4th}}{}$ 8. $\frac{\text{B. to Q's 3rd.}}{}$, or

8. $\frac{\text{Q to Q's 3rd}}{}$, and White in every case retains his attack.

The peculiarity of the Cochrane attack is not perhaps understood. If White attempt in it to set up any very fierce assault upon the Black King he will assuredly fail; and in this respect the opening differs from most others where a Piece is sacrificed. The proper course here appears to be for White to bring out his Pieces, Castle on the Queen's side (this is very essential), and then push on rapidly with the King's wing Pawns; these Black can stem only with his Pieces, and the exposed position of his King will prevent his arranging any counter-attack. Mr. Cochrane usually Castles on the King's side when conducting this attack; but this I consider an error, because in advancing his King's side Pawns —in which consists his chief strength—White exposes his own King; whereas on the Queen's side he is perfectly safe. *See* the Illustrative Games at the end of the present chapter.

VARIATION ON WHITE'S THIRD MOVE.

("Handbook," p. 82)

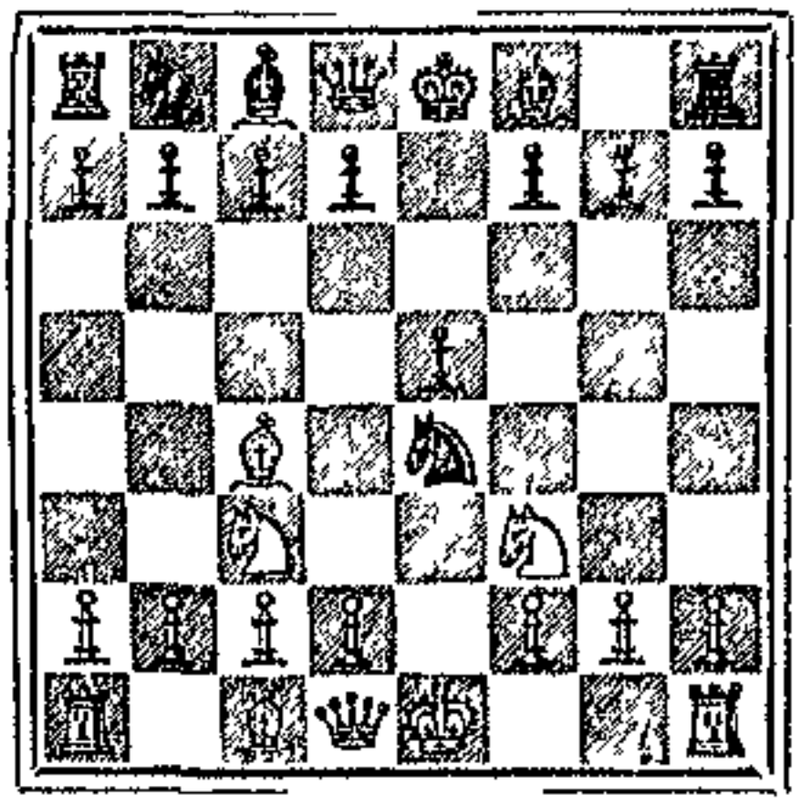
WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. K.Kt. takes K's P.

(It seems now generally admitted, that in this position White's best move is the one introduced in some games played between Mr. Horwitz and me in 1851, namely—

4. Q. Kt to Q. B's 3rd.

a mode of play suggested also by Mr. Boden, in his "Popular Introduction to Chess," as applicable in the King's Bishop's opening, where the same position is attained as follows:— 1 $\frac{\text{P to K's 4th}}{\text{P to K's 4th}}$. 2. $\frac{\text{K B to Q B's 4th}}{\text{K's Kt to K B's 3rd}}$. 3. $\frac{\text{K's Kt to K B's 3rd}}{\text{K Kt takes K's P}}$. 4. $\frac{\text{Q's Kt to Q B's 3rd}}{\quad}$. In this situation, of which the following is a diagram:—

BLACK.



WHITE.

Black has only two moves, apparently, worth consideration, either to take the Kt. or to withdraw his own Kt. to K. B's 3rd. The result of the former shall be shown here, of the latter in Variation I.)

4. Kt. takes Kt.

5. Q's P. takes Kt. (best)

Black has now the choice of three moves. He may play 5. P. to Q's 3rd, 5. P. to K. B's 3rd, and 5. K. B. to K's 2nd. Let us examine the probable consequences of each, distinguishing them as (A.), (B.), (C.).

(A)

5. P. to Q's 3rd.

6. Kt. takes K. P.

You may also play 6. $\frac{\text{Kt to Kt's 5th}}{\text{Q's B to K's 3rd}}$. 7. $\frac{\text{B takes B.}}{\text{P. takes B.}}$ 8. $\frac{\text{Q to K B's 3rd}}{\quad}$, &c.

6. P. takes Kt.

(If he play 6. Q. to K's 2nd, the game proceeds thus:—
6. $\frac{\quad}{\text{Q to K's 2nd}}$. 7. $\frac{\text{B takes K B's P ch}}{\text{K to Q's sq}}$. 8. $\frac{\text{Castles}}{\text{Q takes Kt}}$.
9. $\frac{\text{K's R to K's sq}}{\text{Q's B to K Kt's 5th (best)}}$. 10. $\frac{\text{K's R takes Q}}{\text{B takes Q.}}$,
11. $\frac{\text{Q's B to K Kt's 5th (ch)}}{\text{K moves}}$. 11. $\frac{\text{Q's R takes B}}{\quad}$, and White, there is no doubt, has much the better game.)

7. B. takes K. B. P. (ch.) 7. K. to K's 2nd.
8. Q. B. to K. Kt.'s 5th. (ch.)

And wins.

(B.)

5. P. to K. B's 3rd.

6. Castles. 6. Q. Kt. to Q. B's 3rd.

(If instead of playing out the Kt., he move 6. Q. to K's 2nd, you should reply with 7. Kt. to Q's 4th, and if 6. P. to K. Kt's 3rd, the game is likely to go on as follows:—6. $\frac{\quad}{\text{P to K. Kt's 3rd}}$.
7. $\frac{\text{K's R to K's sq}}{\text{P to Q's 3rd}}$. 8. $\frac{\text{Kt to K Kt's 5th.}}{\text{P takes Kt}}$. 9. $\frac{\text{R takes K's P (ch)}}{\text{B. to K's 2nd}}$,
10. $\frac{\text{R. to K's 2nd}}{\text{P. to K. R's 3rd}}$. 11. $\frac{\text{Q to her 4th}}{\quad}$, and wins).

7. Kt. to K. R's 4th. 7. Kt. to K's 2nd.
8. K. B. to Q's 3rd. 8. P. to K. Kt.'s 3rd.
9. P. to K. B's 4th.

and, beyond cavil, White has the superior game.

(C.)

	5. K. B. to K's 2nd.
6. Kt. takes K. P.	6. Castles.
7. Castles.	

White's Men have much more freedom.

Variation I.

4. K. Kt. to K. B's 3rd.

(*This is perhaps his best play. If he retreat the Kt. to* Q's 3rd, the following is a likely continuation :

	4. Kt. to Q's 3rd.
5. K. B. to Q. Kt's 3rd.	5. P. to K's 5th.
6. Q. to K's 2nd.	6. Q' to K's 2nd.

If 6. $\frac{\text{B to K's 2nd}}{}$, then 7. $\frac{\text{Kt. takes P.}}{\text{Kt. takes Kt.}}$ 8. $\frac{\text{Q takes Kt.}}{}$, and White has the better game.

7. K. Kt. to Q's 4th.

White's position is far preferable to Black's.

5. K. Kt. takes P.	5. P. to Q's 4th.
6. K. B. to Q. Kt's 3rd.	6. K. B. to Q's 3rd.
7. P. to Q's 4th.	

I prefer White's position.

GAMES

ILLUSTRATIVE OF PETROFF'S DEFENCE.

Game I.—Between Messrs. Horrwitz and Staunton.

BLACK. (Mr. S.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. Kt. takes K's P.
4. Q. Kt. to Q. B's 3rd.	4. Kt. takes Q's Kt.
5. Q's P. takes Kt.	5. P. to K. B's 3rd.
6. Castles.	6. Kt. to Q. B's 3rd.
7. Kt. to K. R's 4th.	7. Kt. to K's 2nd.
8. K. B. to Q's 3rd.	8. P. to Q's 4th.*

---

* If he had played 8. P. to K. Kt's 3rd, White could have replied advantageously with P. to K. B's 4th, &c.

9. Q. to K. R's 5th (ch.)	9. K. to Q's 2nd.
10. P. to K. B's 4th.	10. P. to K's 5th.*
11. B. takes P.	11. P. takes B.
12. K. R. to Q's sq. (ch.)	12. Kt. to Q's 4th.
13. Q. takes Kt. (ch.)	13. B. to Q's 3rd.
14. Kt. to K. B's 5th.	14. K. to his square.
15. Kt takes K. Kt's P. (ch.)	15. K. to B's sq.
16. Kt. to K. B's 5th.	16. Q. B. takes Kt.
17. Q. takes Q's B.	17. Q. to K's 2nd.
18. B. to K's 3rd.	18. P. to Q. Kt's 3rd.
19. P. to Q. Kt's 4th.	19. Q. R to K's sq.
20. B. to Q's 4th.	20. K. to B's 2nd.
21. Q. to K R's 5th (ch.)	21. K. to B's sq.
22. Q. to K. R's 6th (ch,)	22. K. to B's 2nd.
23. K. R. to K's sq.	23. Q. to K's 3rd.
24. Q to K. R's 5th (ch.)	24. K. to B's sq.
25. P. to K. B's 5th.	25. Q. to K's 2nd.
26. Q. to K. R's 6th (ch.)	26. K. to B's 2nd.
27. R. takes P.	27. B. takes K R's P. (ch.)
28. K takes B.	28. Q. to Q's 3rd (ch.)
29. K. R. to K B's 4th.	29. Q. R. to K. Kt's sq.
30. Q. R. to K's sq.	30. Q. R. to K. Kt's 4th.
31. P. to K. Kt's 3rd.	31. K. R. to K. Kt's sq.
32. Q *R to K's 6th.*	32. Q. *R, to K. Kt's 3rd.*
33. Q. takes K. R's P. (ch.) and wins.	

GAME II.—Between the same players.

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. Kt. takes K's P.
4. Q. Kt. to Q. B's 3rd.	4. Kt. takes Kt.
5. Q's P. takes Kt.	5. P. to K. B's 3rd.
6. Castles.	6. P. to K. Kt's 3rd.†
7. K. R. to K's sq.	7. P. to Q's 3rd.
8. Kt. to K. Kt's 5th.‡	8. P. takes Kt.
9. R. takes K's P. (ch.)	9. B. to K's 2nd.

* Hazardous. He ought rather to have moved Q. to K's sq., but Black would still have had a winning position.

† To guard against the consequences of White's playing Kt. to K. R's 4th.

‡ This looks trebly hazardous, but on examination I am induced to believe it perfectly sound.

10. R. to K's 2nd.	10. P. to K. R's 3rd.*
11. Q. to her 4th.	11. K. R. to K. B's sq.†
12. Q. to K. Kt's 7th.	12. Q. B. to K. B's 4th.
13. Q. takes K. R's P.	13. Kt. to Q's 2nd.‡
14. Q. B. takes K. Kt's P.	14. Kt. to K's 4th.
15. B. takes K's B.	15. Q. takes B.
16. P. to K. B's 4th.§	16. Castles.
17. P. takes Kt.	17. P. takes P.
18. Q. to K's 3rd.	18. K. to Q. Kt's sq.
19. Q. takes K's P.	19. Q. takes Q.
20. R. takes Q.	20. B. takes P.
21. Q. R. to K's sq.	

The game was fought inch by inch for many moves, but White's extra Pawn finally won the day.

GAME III.—Between the same players.

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. Kt. takes K's P.
4. Q. Kt. to Q. B's 3rd.	4. K. Kt. to Q's 3rd.
5. B. to Q. Kt's 3rd.	5. P. to K's 5th.
6. Q. to K's 2nd.	6. B. to K's 2nd.
7. Kt. takes P.	7. Kt. takes Kt.
8. Q. takes Kt.	8. Castles.
9. P. to Q's 4th.	9. B. to K. B's 3rd.‖
10. Castles.	10. P. to Q. B's 3rd.
11. P. to Q. B's 4th.	11. P. to Q's 3rd.
12. Q. B. to K. B's 4th.	12. Kt. to Q. R's 3rd.
13. K. R. to K's sq.	13. Kt. to Q. B's 2nd.
14. Q. R. to Q. B's sq.	14. Kt. to K's 3rd.
15. K. B. to Q. B's 2nd.	15. P. to K. Kt's 3rd.
16. Q. B. to K. Kt's 3rd.	16. Kt. to K. Kt's 4th.¶
17. Q. to K. B's 4th.	17. Kt. takes Kt (ch.)
18. Q. takes Kt.	18. K. B. takes Q's P.
19. Q. R. to Q's sq.	19. P. to Q. B's 4th.

---

* Apparently indispensable.

† If to K. R's 2nd, White's answer would probably have been Q. to K. B's 6th, followed by B. to Q. Kt's 8th.

‡ Black's best move here appears to be Kt. to Q. B's 3rd.

§ He might also have played P. to K. Kt's 4th, with an irresistible attack.

‖ B. to Q. Kt's 5th (ch.), followed by R. to K's sq. would have been imprudent.

¶ Very well played.

20. P. to Q. Kt's 4th.	20. Q. to Q. Kt's 3rd.
21. P. takes P.	21. Q. takes P.
22. K. R. to K's 7th.	22. Q. B. to K's 3rd.
23. Q. takes Q. Kt's P.	23. Q. takes Q. B's P.
24. K. B. to Q. Kt's 3rd.	24. Q. to K's 7th.
25. Q. B. takes Q's P.	25. K. B. takes K. B's P. (ch.)
26. K. to R's sq.	26. Q. R. to Q's sq.*
27. Q. to her Kt's 4th.	27. K. B. to K. R's 5th.
28. Q. takes B.	28. Q. R. takes B.
29. Q. R. to K's sq.	29. Q. to Q. R's 3rd.†
30. Q. to K. Kt's 3rd.	30. Q. R. to Q's 6th.
31. K. R. takes Q. R's P.	31. Q. to her Kt's 4th.
32. K. R. to Q. Kt's 7th.	32. Q. to her R's 3rd.
33. K. R. to Q. Kt's 6th.	33. Q. to her R's 4th.
34. Q. to K. B's 2nd.	34. B. takes B.
35. P. takes B.	35. Q. R. to Q's 7th.
36. Q. to K's 3rd.	36. Q. to Q. R's 7th.
37. Q. to K. Kt's 3rd.	37. Q. to Q. R's 2nd.
38. Q. to K's 3rd.	38. Q. to Q. R's 7th.
39. Q. to K. Kt's 3rd.	39. Q. to Q. R's 2nd.
40. Q. to K's 3rd.	40. Q. to Q. R's 7th.‡
41. Q. to K. B's 3rd.	41. K. R. to Q's sq.
42. Q. R. to K. B's sq.	

The game was prolonged some time, and finally won by White.

GAME IV.—Between Messrs. Morphy and Potier, being one of eight games played by the former simultaneously, and without board and men.

WHITE. (Mr. M.)	BLACK. (M. P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. takes K's P.
4. Q. Kt. to Q. B's 3rd.	4. K. Kt. to K. B's 3rd.
5. Kt. takes K's P.	5. P. to Q's 4th.

---

* Mr. H. was of opinion, afterwards, that he should have played his K. B. to K. R's 5th, and the following back game was tried:

	26. B. to K. R's 5th.
27. K. R. takes Q's B.	27. P. takes R.
28. Q. B. takes K's R.	28. R. takes B.
29. R. to K. Kt's sq.	29. B. to K. B's 7th.
30. Q. to K's 7th, and won.	

† A fine move.

‡ Hoping White would submit to a drawn battle.

6. K. B. to Q. Kt's 3rd.	6. K. B. to K's 2nd.
7. P. to Q's 4th.	7. P. to Q. B's 3rd.
8. Castles.	8. Q. Kt to Q's 2nd.
9. P. to K. B's 4th.	9. Q. Kt to Q. Kt's 3rd.
10. Q. to K. B's 3rd.	10. P. to K. R's 4th.
11. P to K. B's 5th.	11. Q to Q B's 2nd.
12. Q. B. to K. B's 4th.	12. K. B. to Q's 3rd.
13. Q. R. to K's sq.	13. K. to B's sq.
14. Q. to K. Kt's 3rd.	14. P. to K. R's 5th.
15. K. Kt. to Kt's 6th (ch.)*	15. K. to Kt's sq.
16. Q B. takes B.	16. P. takes Q.
17. Q. B. takes Q.	17. P. takes Kt.
18. K. B's P. takes P.	18. P. takes K. R's P. (ch.)
19. K. to R's sq.	19. B. to K. Kt's 5th.
20. Q. R. to K's 7th.	20. Q. Kt to Q's 2nd.
21. Q. B. to K's 5th.	21. K. to B's sq.
22. Q. R. to K. B's 7th (ch.)†	22. K. to Kt's sq.
23. Kt. takes Q's P.	23. P. takes Kt.
24. K's B. takes P.	24. Q. Kt. to Q. Kt's 3rd.
25. K. B to Q. Kt's 3rd.	

And Black abandons the game.

GAME V.—Between Mr. Cochrane and the Brahmin Moheschunder Bonnerjee.

WHITE (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt. takes K's P.	3. P. to Q's 3rd.
4. Kt. takes K B's P.‡	4. K. takes Kt.
5. K. B. to Q. B's 4th (ch.)	5. K. to his sq.
6. Castles	6. Q. B. to K. Kt's 5th.
7. P. to K. B's 3rd.	7. Q B. to K R's 4th.
8. Q. to K's sq.	8. Q. B. to K. B's 2nd.
9. B. takes B. (ch.)	9. K. takes B.
10. P. to Q's 4th.	10. P. to Q. B's 4th.
11. P. to Q's 5th.	11. Q. to her Kt's 3rd.
12. P. to Q. B's 4th.	12. Q. Kt. to Q's 2nd.
13. P. to K. B's 4th.	13. Q. R. to K's sq.

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* Finely played.

† The termination of this game is extremely elegant and finished.

‡ This brilliant variation in a dull opening is one of those happy strokes of play for which Mr. Cochrane has long been celebrated. He speaks of the sacrifice, too, as being in his opinion perfectly sound, and one that he should confidently venture against the best players.

14. Kt. to Q. B's 3rd.	14. K. to K's 2nd.*
15. P. to K's 5th.	15. K. to Q's sq.
16. P. to K's 6th.	16. Q. to Q. Kt's 5th.
17. P. to Q. Kt's 3rd.	17. Kt to Q. Kt's sq.
18. Q. B. to Q's 2nd.†	18. Q. to Q. Kt's 3rd.
19. Kt. to Q. Kt's 5th.	19. Q. to Q. R's 3rd.
20. P. to Q R's 3rd.‡	20. Kt. takes Q's P.
21. P. to K. B's 5th.	21. Kt to K. B's 3rd.
22. B. to Q. B's 3rd.	22. Kt. to Q B's 3rd.
23. R. to Q's sq.	23. Kt to Q's 5th.
24. Kt. takes Kt.	24. P. takes Kt.
25. B. takes P.	25. B. to K's 2nd.
26. P. to Q. B's 5th.	26. K. to Q B's sq.
27. P. takes P.	27. B. takes P.
28. R. to Q. B's sq. (ch.)	28. K. to Q. Kt's sq.
29. B. to K's 5th.	29. R. to Q. B's sq.
30. Q. to K Kt's 3rd.	30. Kt to K's 5th.
31. Q. to K B's 4th.	31. Q to Q. Kt's 3rd (ch.)
32. K. to R's sq.	32. R. takes R.
33. B. takes B. (ch.)	33. K. to R's sq.
34. Q. takes R.	34. Kt takes B.
35. P. to K's 7th.	35. R to K's sq.
36. P. to K B's 6th.	36. P. takes P.
37. R takes P.	37. R. takes P.§
38. R. to K. B's 8th (ch.)	38. R. to K's sq.
39. R takes R. (ch.)	39. Kt. takes R.
40. Queen mates.	

Game VI.—Between the same players.

White. (Mr. C.)	Black. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. B. to Q. B's 4th (ch.)	5. P. to Q's 4th.
6. B. to Q. Kt's 3rd.‖	6. K. B. to Q's 3rd.
7. B. takes P. (ch.)	7. Kt. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.

* Imprudent, because it allows of the free advance of White's centre Pawns.

† Threatening to win the Queen by Kt to Q. Kt's 5th, &c.

‡ By this move Mr. Cochrane throws away a serviceable Pawn.

§ An irretrievable blunder.

‖ Better than taking the Pawn at once.

9.	Q. takes Kt. (ch.)	9.	K. to Kt's 2nd.
10.	Q. to her 4th (ch.)*	10.	Q. to K. B's 3rd.
11.	Q. takes Q. (ch.)	11.	K. takes Q.
12.	P. to Q's 4th.†	12	R. to K's sq.
13.	P. to K. B's 3rd.	13.	P. to Q. B's 4th.
14.	P. to Q's 5th.‡	14.	P. to Q. Kt's 3rd.
15.	Castles.	15.	B. to Q. R's 3rd.
16.	R. to K. B's 2nd.	16.	Kt. to Q's 2nd.
17.	B. to Q's 2nd.	17.	P. to Q. Kt's 4th.
18.	Kt. to Q. B's 3rd.	18.	P. to Q. Kt's 5th.
19.	Kt. to K's 2nd.	19.	Kt. to Q. Kt's 3rd.
20.	Q. R. to Q's sq.	20.	Q. R. to Q's sq.
21.	Kt. to K. Kt's 3rd.	21.	Kt. to Q. B's 5th.
22.	P. to K. B's 4th.	22.	Kt. takes Q. Kt's P.
23.	P. to K's 5th (ch.)	23.	K. to Kt's 2nd.
24.	R. to Q. Kt's sq.	24.	B. takes K's P.
25.	P. takes B.	25.	Kt. to Q. B's 5th.
26.	P. to K's 6th.	26.	Q. R. takes Q's P.
27.	R. to K. B's 7th (ch.)	27.	K. to Kt's sq.
28.	B. to K. R's 6th.	28.	Kt. to Q's 7th.
29.	R. to Q's sq.§	29.	Kt. to K. B's 6th (ch.)
30.	P. takes Kt.	30.	R. takes R. (ch.)
31.	K. to B's 2nd.	31.	Q. R. to Q's 3rd.
32.	R. to Kt's 7th. (ch.)	32.	K. to R's sq.
33.	Kt. to K's 4th.	33.	Q's R. takes P.
34.	R. takes Q. R's P.‖	34.	K. R. to K's 2nd.
35.	R. to Q. R's 8th (ch.)	35.	K. R. to K's sq.
36.	R. to Q. R's 7th.	36.	K. R. to K's 2nd.

And, as both parties persisted in repeating these moves, the battle was drawn.

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* What other player would have the daring to court an exchange of Queens under such circumstances?

† P. to Q's 3rd would perhaps have been better, since he could then have advanced his K. B's Pawn, *quanto va*, immediately.

‡ P. to K's 5th (ch.), would have been of no avail.

§ Was this intentional, or a slip? R. to K's sq. looks a strong and perfectly safe move.

‖ Mr. Cochrane remarks in a note that he might have won the exchange here by playing Kt. to K. Kt's 5th; but that, even then, he could hardly have done more than draw the game.

GAME VII.—*Between the same players.*

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt takes P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to Q. B's 4th (ch.)	5. K. to K's sq.
6. Castles.	6. P. to Q. B's 3rd.
7. K. B. to Q. Kt's 3rd.*	7. P. to K. Kt's 3rd.
8. P. to Q's 4th.	8. K. B to K's 2nd.†
9. Q. B. to K. R's 6th.	9. K. B. to B's sq.‡
10. Q. B. to K. Kt's 5th.	10. K. B. to K's 2nd.
11. Q. Kt. to Q's 2nd.	11. Q. Kt. to Q. R's 3rd.
12. P. to K. B's 4th.	12. Q. B. to K. Kt's 5th.
13. Q. to K's sq.	13. Q. to Q's 2nd.
14. P. to Q. B's 4th.	14. Q. B to K's 3rd.
15. Kt. to K. B's 3rd.	15. K. Kt. to Kt's 5th.§
16. P. to K. R's 3rd.	16. Kt. to K. B's 3rd.
17. Q. R. to Q's sq.	17. K. R. to K. B's sq.
18. P. to K's 5th.	18. K. Kt. to R's 4th.
19. B. takes B.	19. K. takes B.
20. P. takes P. (ch.)	20. Q. takes P.
21. P. to Q. B's 5th.	21. Q. to Q's 2nd.
22. Q. to K. R's 4th (ch.)	22. K. R. to K. B's 3rd.
23. B. takes B.	23. Q. to Q. B's 2nd.
24. B. to Q. B's 4th.	24. Q. takes K. B's P.
25. K. R. to K's sq. (ch.)	25. K. to B's sq.‖
26. Q. takes Q.	26. R. takes Q.
27. Kt. to K. Kt's 5th.	27. K. to Kt's 2nd.
28. Kt. to K's 6th (ch.)	28 K. to R's sq.
29. Kt. takes R.	29. Kt. takes Kt.
30. B. takes Q's Kt.	30. P. takes B.
31. R. to K's 7th.	

And after a few more moves Black resigned.

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* In order to be able to play P. to K's 5th if the Q's P. con
7. *P to Q's 3rd*, however, might be risked, since if Black pushes
Q's P. his King will be terribly exposed.

† To enable him to capture the King's Pawn without lo
piece.

‡ Black would have lost a piece if he had taken the K's P.

§ A lost move apparently.

‖ K. to Q's sq., or K. to Q's 2nd, would hav
case White would have a winning gam

sity of King's
ueen's
akness
6th must

GAME VIII.—Between the same players.

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. Kt. takes P.	3. P. to Q's 3rd.
4. K. Kt. takes K. B's P.	4. K. takes B.
5. K. B. to Q. B's 4th (ch.)	5. K. to K's sq.
6. Castles.	6. P. to Q. B's 3rd.
7. K. B. to Q. Kt's 3rd.	7. Q. Kt. to R's 3rd.
8. P. to Q's 4th.	8. P. to K. Kt's 3rd.
9. P. to Q. B's 4th.	9. K. B. to K's 2nd.
10. Kt. to Q. B's 3rd.	10. Q. to Q's 2nd.
11. P. to K. R's 3rd.	11. P. to Q. Kt's 3rd.
12. P. to K. B's 4th.	12. Q. B. to Kt's 2nd.
13. Q. B. to K's 3rd.	13. K. to Q's sq.
14. P. to Q. R's 4th.	14. K. Kt. to K. R's 4th.
15. Q. to K. B's 3rd.	15. K. R. to K. B's sq.
16. Q. R. to Q's sq.	16. Q. Kt. to Q. Kt's 5th.
17. P. to K's 5th.	17. K. to Q. B's 2nd.
18. Q. to K. B's 2nd.	18. P. to Q. R's 3rd.*
19. P. to Q's 5th.	19. Q. P. takes K's P.
20. P. to Q's 6th (ch.)	20. K. B. takes Q's P.
21. B takes Q. Kt's P. (ch.)	21. K. to Q. Kt's sq.
22. P. to Q. B's 5th.	22. R. takes K. B's P.
23. R. takes B.	23. Q. takes R.
24. P. takes Q.	24. R. takes Q.
25. P. to Q's 7th.	25. R. to Q's 7th.
26. R. to K. B's 8th (ch.)	26. B. interposes.
27. P. takes B., "Queens" and mates.†	

GAME IX.—Between the same players.

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt. takes K's P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to B's 4th (ch.)	5. P. to Q's 4th.
6. K. B. to Q. Kt's 3rd.	6. K. B. to Q's 3rd.
7. B. takes P. (ch.)	7. Kt. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.

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* adroitly played by Mr. Cochrane.

† P. to K. B's 4th would have saved the game.

‡ Was this move advantageous? Mr. Cochrane thinks not.

§ Was this move advantageous? Mr. Cochrane thinks not.

|| Mr. Cochrane thinks that Black could have perfectly safely exchanged her Queen, and could hardly do better.

9. Q. takes Kt. (ch.)	9. K. to Kt's 2nd.
10. Castles.	10. P. to Q. B's 3rd.
11. *Q. to Q's 4th (ch.)*	11. Q. to K. B's 3rd.
12. Q. takes Q. (ch.)	12. K. takes Q.
13. P. to Q's 4th.	13. B. to K's 2nd.
14. P. to Q. B's 4th.	14. K. R. to K's sq.
15. P. to K. B's 4th.*	15. K. B. to Q. Kt's 5th.
16. *P. to Q. R's 3rd.*	16. *K. B. to K. B's sq.*
17. Q. Kt. to B's 3rd.	17. P. to Q. Kt's 3rd.
18. P. to K's 5th (ch.)	18. K. to B's 2nd.
19. P. to K. R's 3rd.	19. Q. B. to K. B's 4th.
20. K. R. to K. B's 3rd.	20. Q. B. to Q. B's 7th.
21. Kt. to K's 2nd.	21. *Kt. to Q. R's 3rd.*
22. P. to Q. Kt's 4th.	22. Q. R. to Q's sq.
23. B. to Q. Kt's 2nd.	23. P. to Q. Kt's 4th.
24. Q. R. to Q. B's sq.	24. Q. B. to K's 5th.
25. K. R. to K's 3rd.	25. Q B. to K. B's 4th.
26. P. to K. Kt's 4th.	26. *B. to K's 3rd.*
27. P. to Q. B's 5th.	27. Q. B. to Q B's 5th.
28. Kt. to K. Kt's 3rd.	28. Kt. to Q. B's 2nd.
29. *Kt. to K's 4th.*	29. Kt. to Q's 4th.
30. R. to K. B's 3rd.	30. Q. B. to K's 7th.
31. R. to K. B's 2nd.	31. *Q. B. to Q's 6th.*
32. Kt. to Q's 6th (ch.)	32. B. takes Kt.
33. Q. B's P. takes B.	33. K. to K's 3rd.
34. *Q. R. takes Q. B's P.*	34. *K. to Q's 2nd.*
35. Q. R. to Q. R's 6th.	35. R. to Q. R's sq.
36. P. to K. B's 5th.	36. P. takes P.
37. P. takes P.	37. R. to K. Kt's sq. (ch.)
38. K. to R's 2nd.	38. Kt. to K's 6th.
39. *P. to K's 6th (ch.)*	39. K. to Q's sq.
40. P. to K. B's 6th.	40. Kt. to K. B's 8th (ch.)†
41. R. takes Kt.	41. B. takes R.
42. P. to K. B's 7th.	42. R. to K. Kt's 7th (ch.)
43. K. to R's sq.	43. R. to B's 7th.
44. *P. to K's 7th (ch).*	44. *K. to Q's 2nd.*
45. R. takes Q R's P. (ch.)	45. R. takes R.
46. P. to K. B's 8th, "Queens," and wins.	

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* *In these games Mr. Cochrane seems fully aware of the necessity of* marching on with his Pawns, but from his always Castling on the King's side he is compelled to rely mainly on breaking through on the Queen's side, thus losing the advantage which might be got from the weakness of his opponent on the King's side.

† *This is a mistake as Mr. Cochrane remarks,* B. to K's 5th must have drawn the game.

GAME X.—Between the same players.

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to B's 4th (ch.)	5. Q. B to K's 3rd.
6. B. takes B. (ch.)	6. K. takes B.
7. Castles.*	7. K. to Q's 2nd.
8. P. to Q's 4th.	8. K. to Q. B's sq.
9. P. to Q. B's 4th.	9. Q. Kt. to Q's 2nd.
10. Kt. to Q B's 3rd.	10. K. to Q. Kt's sq.
11. P. to K B's 4th.	11. P. to Q. R's 3rd.
12. P. to Q. R's 4th.	12. K. to Q. R's 2nd.†
13. P. to Q. Kt's 4th.	13. Q. R to Q. B's sq.
14. B. to K's 3rd.	14. K. to Q. Kt's sq.
15. P. to Q. R's 5th.	15. P. to Q. B's 4th.
16. P. to Q. Kt's 5th.	16. K. to Q. R's 2nd.
17. P. to Q's 5th.	17. P. to K. Kt's 3rd.
18. Q. to Q. Kt's 3rd.	18. B. to K. Kt's 2nd.
19. K. R. to Q. Kt's sq.	19. Q. R. to Q. Kt's sq.
20. P. to Q. Kt's 6th (ch.)	20. K. to R's sq.
21. Kt. to Q. Kt's 5th.	21. K. Kt. to K's sq.
22. Q. R. to Q. R's 2nd.	22. K. R. to K. B's sq.
23. Kt. to Q. R's 7th.	23. Q. Kt. to K. B's 3rd.
24. Kt. to Q. B's 6th.	24. Q. to Q's 2nd.
25. Kt. takes R.	25. K takes Kt.
26. P. to K's 5th.	26. Kt. to K. Kt's 5th.
27. P. to K's 6th.	27. Q. to K's 2nd.
28. K. to R's sq.	28. Q. to K. R's 5th.
29. P. to K. Kt's 3rd.	29. Q. to K. R's 6th.
30. B. to K. Kt's sq.	30. P. to K. Kt's 4th.
31. Q. to Q. R's 4th.	31. K. Kt. to K. B's 3rd.
32. P. to K's 7th.	32. R. to Q. B's sq.
33. P. takes K. Kt's P.	33. K. Kt. to K's 5th.
34. Q. R. to K. Kt's 2nd.	34. Kt. to Q. B's 6th.
35. P. to K's 8th ("Queens.")	35. Kt. takes Q.
36. Q. takes Kt.	36. R. to K. B's sq.
37. K. R. to K's sq.	37. B. to K's 4th.
38. Q. to Q. Kt's 3rd.	38. K. to Q. B's sq.

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* P. to Q's 4th is better, as the King cannot then get round to the Queen's side.

† The weak point in this opening for the defence is the difficulty of getting the King out of harm's way without at the same time blocking up his own men. The number of moves required for this enables the first player to bring out his pieces and push on with his Pawns before his opponent is in a position to meet them.

39. Q. to Q's 3rd.
40. K. R. to K. B's sq.
41. R. takes R
42. Q. to K. B's 5th (ch)
43. Q. to Q's 7th (ch.)
44. Q. takes Q. Kt's P.
45. B. takes B.
46. Q. to Q. B's 6th.
47. Q. takes P. (ch.)
48. Q. to K. B's 1th (ch.)
49. Q. to K's 4th (ch)
50. Q. takes Q's P., and wins.

39. K. to Q's 2nd,
40. K. to K's 2nd.
41. K. takes R.
42. K. to K. Kt's 2nd.
43. K. to Kt's 3rd.
44. B. to Q's 5th.
45. P. takes B.
46. P. to Q's 6th.
47. K takes P.
48. K. to K. Kt's 3rd.
49. K. to K. Kt's 2nd.

GAME XI.—Between the same players.

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt to K. B's 3rd.
3. Kt. takes K's P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to Q. B's 4th (ch.)	5. K. to K's sq.
6. Castles	6. P. to Q. B's 4th.
7. P. to K. R's 3rd.	7. Q. to Q. B's 2nd.
8. P. to K. B's 4th.	8. Kt. to Q. B's 3rd.
9. Kt. to Q. B's 3rd.	9. P. to Q. R's 3rd.
10. P. to Q. R's 4th.	10. Q. to K's 2nd.
11. Q. Kt. to Q's 5th.	11. Q. to Q's sq.
12. P. to Q's 4th.	12. P. takes Q's P.
13. P. to K's 5th.	13. Kt. takes Kt.
14. B. takes Kt.	14. P. takes P.
15. B. takes Kt. (ch.)	15. P. takes B.
16. Q. to K. R's 5th (ch.)	16. K. to Q's 2nd.
17. P. takes P.	17. K. to Q. B's 2nd.
18. R. to K. B's 7th (ch.)	18. K. to Q Kt's sq.
19. P. to K's 6th.*	19. K. B. to Q's 3rd.†
20. Q. B. to K. Kt's 5th.	20. Q. to Q Kt's 3rd.
21. P. to Q. R's 5th.	21. Q. to Q. B's 4th.
22. P. to Q. Kt's 4th.	22. Q. to K's 4th.
23. B. to K. B's 4th.	23. Q. takes P.‡
24. Q. to Q. B's 5th.	24. Q. takes R.

The attack is characteristic of Mr. Cochrane.

† The best move is 19. Q. B. takes K's P. 20. Q to K's 5th (ch.) K. B. to Q's 3rd. 21. Q takes Q's B. Q. R. to R's 2nd.

‡ Taking the Queen would have been evidently fatal.

25. B. takes B. (ch.)	25. Q. interposes.
26. Q. to Q. Kt's 6th (ch.)	26. B. interposes.
27. Q. takes Q. (ch.)	27. K. to Q. R's 2nd.
28. B. mates.	

GAME XII.—Between the same players.

WHITE. (Mr. C.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. Kt. takes K's P.	3. P. to Q's 3rd.
4. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to Q's B's 4th (ch.)	5. K. to K's sq.
6. Castles.	6. P. to Q. B's 3rd.
7. B. to Q. Kt's 3rd.	7. P. to Q's 4th.
8. P. to K's 5th.	8. K. Kt. to K's 5th.
9. P. to Q's 4th.	9. Q. to K. R's 5th.
10. P. to K. B's 3rd.	10. K. Kt. to Kt's 4th.
11. P. to K. B's 4th.	11. Q. B to K. Kt's 5th.
12. Q. to Q's 3rd.	12. K. Kt. to K's 5th.
13. P. to K. B's 5th.	13. Q. Kt. to Q's 2nd.
14. P. to Q. B's 4th.	14. Q. to K. R's 4th.
15. P. takes Q's P.	15. Q. B. to K's 7th.
16. Q. takes Kt.	16. B. takes R.
17. K. takes B.	17. Q. takes K. R's P.
18. P. takes Q. B's P.	18. Q. to K. R's 8th (ch.)
19. K. to K's 2nd.	19. Q. takes Q's B.
20. P. takes Kt. (ch.)	20. K. to K's 2nd.
21. Kt. to Q. B's 3rd, and wins.	

GAME XIII.—Between Mr. E. Walker and a Member of the Cambridge University Chess Club.

WHITE. (Mr. W.)	BLACK. (Amateur.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. K. Kt. takes P.	3. P. to Q's 3rd.
4. K. Kt. takes K. B's P.	4. K. takes Kt.
5. K. B. to Q. B's 4th (ch.)	5. Q. B. to K's 3rd.
6. K. B. takes B. (ch.)	6. K. takes B.
7. P. to Q's 4th.	7. K. to Q's 2nd.*
8. P. to K's 5th.	8. Q. to K's sq.
9. Castles.†	9. K. Kt. to K. R's 4th.

---

* By no means the best move.

† It is generally better to Castle on the Queen's side, but Black has made a weak move, and this is the best way of taking advantage of it.

10. Q. to K. Kt's 4th (ch.)
11. Q. B. to K. Kt's 5th (ch.)
12. Q. Kt. to Q B's 3rd.*
13. Q. P. takes P.
14. Q. takes B. (ch.)
15. Q. to K. B's 5th (ch.)†
16. Q. R. to Q's sq.
17. P. to K's 6th.
18. P. to K's 7th (dis. ch.)
19. K. R. to K's sq.
20. Q. to K's 6th.
21. Q. to Q's 6th (ch.)
22. Kt to K's 4th.
23. K. R. takes Kt.
24. K. R to Q's 4th.
25. P. to Q. B's 4th.
26. Q. to K's 6th (ch.)
27. K. R. to Q's 7th (ch.)
28. P to Q. B's 5th (ch.)
29. Q. to Q. B's 4th (ch.)
30. P. takes P. *en passant* (dis. ch.)
31. Q. to Q. Kt's 3rd (ch.)
32. Q. to Q. Kt's 7th (ch.)
33. P. to Q Kt's 4th (ch.)
34. Q. to Q. R's 6th (ch).

10. K. to Q's sq.
11. B. to K's 2nd.
12. Q's P. takes P.
13. K. B. takes B.
14. K. to Q. B's sq.
15. Kt. to Q's 2nd.
16. P. to Q. B's 3rd.‡
17. Q. Kt. to K. B's 3rd.
18. Q. Kt. to Q's 2nd.
19. K. Kt. to K. B's 3rd.
20. K. to B's 2nd.
21. K. to Q. B's sq.
22. K. Kt. takes Kt.
23. Kt. to K. B's 3rd.
24. Kt. to Q's 4th.
25. Kt. takes K's P.
26. K. to Q. B's 2nd.
27. K. to Q. Kt's 3rd.
28. K. to Q. R's 3rd.
29. P. to Q. Kt's 4th.
30. K. takes P.
31. K. to Q. R's 3rd.
32. K. to Q. R's 4th.
33. K. to Q. R's 5th.
34. K. takes Q. Kt's P.

And White mates in three moves.§

GIUOCO PIANO.

GAME THE NINTH.—("Handbook," p. 103.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.

---

* Possibly 11. $\frac{\text{B. takes B (ch.)}}{\text{K. takes B.}}$ 12. $\frac{\text{P. takes P. (ch.)}}{\quad}$ would have been stronger play.

† 15. $\frac{\text{Q to K. Kt's 4th (ch.)}}{\quad}$ would have been better.

‡ Weak, K. R. to K. B's sq. seems stronger.

§ Mate was *actually* given in *four* moves, but it *can* be done in *three*.

4. P. to Q. B's 3rd.	4. K. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.

The move usually made by the first player until very lately was 6. P. to K's 5th (see "Handbook," p. 105); but Mr. Jaenisch and other authorities are now disposed to prefer 6. P. takes P., the move given in Variation II. p. 107, of the "Handbook,"—which see—considering that Black may gain an advantage, by playing at the proper moment P. to K. B's 3rd or 4th. A very able player has remarked to me that he thinks the fault in the ordinary opening lies not in advancing the P. to K's 5th, but in the premature capture of the Kt. for the sake of doubling Black's Pawns, and he proposes to shape the *début* in this fashion.

6. P. to K's 5th.	6. P. to Q's 4th.
7. K. B. to Q. Kt.'s 5th.	7. K. Kt. to K's 5th.
8. P. takes P.	8. K. B. to Q. Kt.'s 3rd.
9. Q. Kt. to Q. B's 3rd.	

subsequently castling, getting the Q. to her Kt's 3rd, and compelling Black to take Q. Kt. with Kt., &c.

In the "Handbook," p. 105, after 8. $\frac{\text{B takes Kt. (ch)}}{\text{P takes B.}}$ 9. $\frac{\text{P takes P.}}{\text{K. B. to Q. Kt's 3rd}}$, your 10th move is $\frac{\text{Castles}}{\quad}$: Jaenisch in the "Analyse Nouvelle," prefers 10. $\frac{\text{Q. Kt to B's 3rd}}{\quad}$: the following continuation however is by no means satisfactory for White:

10. Q. Kt. to Q. B's 3rd.	10. P. to K. B's 4th.

If 10. $\frac{\text{Castles}}{\quad}$, then 10. $\frac{\text{P. to K. B's 4th}}{\quad}$ and not 10. $\frac{\text{Q. B. to K. Kt's 5th}}{\quad}$, as in the "Handbook."

11. P. takes P., *en passant*.	11. Q. takes P.
12. Kt. takes Kt.	12. P. takes Kt.
13. Kt. to K's 5th.	13. Castles.

and Black has the better game.

It is to be observed also that at the end of Variation II. of Game the 9th, on p. 108, the best mode of continuing the game for White is this—

11. Castles.	11. Castles.
12. K. R. to K's sq.	12. K. Kt. to K. B's 5th.
13. K. R. to K's 4th.	13. Q. Kt. to K. Kt's 3rd.
14. Q. R. to K's sq.	

With a good opening.

We must also notice an interesting Variation by Herr Max Lange, arising out of your move of 7. Q. B. to Q's 2nd. "Handbook," p. 107. Thus:—

7. Q. B. to Q's 2nd.	7. K. Kt. takes K's P.
8. Q. B. takes K's B.	8. Q. Kt. takes Q's B.
9. B. takes K. B's P. (ch.)	9. K. takes B.
10. Q. to Q. Kt's 3rd (ch.)	10. P. to Q's 4th.
11. Q. takes Kt. (best), &c.	

If 11. Kt. to K's 5th (ch.) / K to B's 3rd. 12. Q takes Kt / P. to Q B's 4th. 13. Q to Q B's 4th / Q to K's sq, and Black has the better position. In this Variation, p. 107, *after*

3. P. to Q's 4th.

Black is made to play

6. P. takes P.

but it has since been found that he gets a better game by playing at once

6. P. to Q's 4th.

In Variation III., page 108, after the moves—

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to K. B's 3rd.
5. Castles.	

Black has another move instead of taking the K's Pawn, which in practice is much better, namely 5. P to Q's 3rd. After 5. K. Kt. takes K's P., White can always recover the Pawn with, if anything, the advantage of position by 6. Q to K's 2nd, or 6. B. to Q's 5th. Some authorities, however, contend that Black may pursue the game by 6. K Kt takes K B's P., giving up the two minor pieces for the Rook and two Pawns, but this is not the general opinion.

The "Handbuch," continues the game thus:

	5. P. to Q's 3rd.
6. P. to Q's 4th.	6. K. P. takes Q's P.
7. Q. B. P. takes Q's P.	7. K. B. to Q. Kt's 3rd.
8. Q. Kt. to Q. B's 3rd.	8. Q. B. to K. Kt's 5th.
9. P. to Q's 5th.	

and the game is dismisse as equal ; but surely—
9. Q. Kt. to K's 4th would give Black an advantage, especially as White's centre Pawns must be broken up in consequence of having been advanced too far. Instead of 8. Q. Kt to Q B's 3rd, I should prefer

8. K. B. to Q. Kt's 5th.

GAME THE ELEVENTH.

("Handbook," p. 110.)

In that phase of the "Giuoco Piano" presented at page 110 of the "Handbook," beginning thus—

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt.'s 3rd (best)

Both Jaenisch and the German "Handbuch" concur in recommending White now to play—

7. Q. Kt. to Q. B's 3rd.

and if Black reply either with K. Kt. to K. B's 3rd, or Q. B. to K. Kt.'s 5th, White by moving 8. K. B. to Q. Kt.'s 5th, can maintain his centre unbroken.

GAME THE FOURTEENTH.

("Handbook," p. 115.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. Castles.	4. P. to Q's 3rd.
5. P. to Q. B's 3rd.	5. Q. B. to K. Kt's 5th.

This move leads to the immediate loss of a Pawn because of 6. Q to Q Kt's 3rd. Black's best play is 5. K. Kt. to K. B's 3rd, thus:—

	5. K. Kt. to K. B's 3rd.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes Q's P.	7. K. B. to Q. Kt's 3rd.
8. Q. Kt. to Q. B's 3rd.	

Whether Black now play 8. Q. B. to K. Kt's 5th, or 8. Castles. White by moving 9. K. B to Q Kt's 5th will maintain his centre Pawns unbroken.

If Black play at his 4th move,—

	4. K. Kt. to K. B's 3rd.
5. K. R. to K's sq.	5. Castles.
6. P. to Q. B's 3rd,	6. P. to Q's 3rd (best.)
7. P. to Q's 4th.	7. K. B. to Q. Kt's 3rd.

and the game is perfectly even.

At your 5th move (in this latter Variation) you may try P. to Q's 4th, a brilliant attack, the invention of Herr Max Lange, which must be examined at some length.

5. P. to Q's 4th.	5. P. takes P. (best.)

(If 5. Q Kt takes Q's P. 6. K Kt takes K's P. If 5. K. B. takes Q's P. 6. K. Kt takes K's B. Q. Kt takes K's Kt. (If 6. K. P. takes Kt. 7. P. to K's 5th.) 7. P. to K. B's 4th. P. to Q's 3rd. 8. P takes P. P takes P 9. Q B to K Kt's 5th, and White will recover the Pawn with a better position.)

6. P. to K's 5th.	6. P. to Q's 4th.
7. P. takes K's Kt.	7. P. takes K's B.

(White may also play 7. K B. to Q. Kt's 5th.)

8. R. to K's sq. (ch.)

(If, instead of this move, White play 8. P. takes K Kt's P., the "Leitfaden" gives the following continuation:

8. R to K Kt's sq. 9. B. to K Kt's 5th. K. B to K's 2nd. 10. B takes B. K takes B.

if now 11. K. R to K's sq. (ch.) Q B. to K's 3rd, *and Black maintains the gained* Pawn, without any material disadvantage in situation.)

	8. K. to K. B's sq., or (A)
9. P. takes P. (ch.)	9. K. takes P.
10. K. Kt. to K's 5th.	10. K. R. to K's sq.

(If Black play 10. Q. B. to K's 3rd, then follows 11. Q to K. R's 5th B to K. B's sq.

12. K Kt to K. Kt's 4th, a move overlooked by Max Lange, but which I take to be irresistible. Black's best answer seems to be 12. P. to K R's 3rd, then comes 13. B takes K R's P (ch.) K. to K. Kt's sq. 14. K. R. takes Q's B., and wins.)

11. B. to K. R's 6th (ch.)	11. K. to K. Kt's sq.
12. Kt. takes Kt., or Kt. takes P. at Q. B's 4th.	

and White has at least as good a game as his opponent.

If at move 12 White play Q. to K. B's 3rd, the following beautiful variation is suggested by Der Laza :

12. Q. to K. B's 3rd.	12. Kt. takes K's Kt.
13. K. R. takes Kt.	13. K. R. takes K's R.
14. Q. to K. Kt's 3rd (ch.)	14. Q. to K. Kt's 4th (best.)
15. Q. takes Q. (ch.)	15. K. R. takes Q.
16. B. takes K's R.	16. Q. B. to K. B's 4th.

And Black has the superiority.

I rather fancy, however, that when Black plays,—4. K Kt. to B's 3rd, in this opening White's best reply is 5. P. to Q Kt's 4th, resolving the game at once into a variation of the "Evans," which Mr. Waller has shown to be favourable for the attack; as after 5. K. B takes Q Kt's P. 6. P. to Q B's 3rd K. B. to Q R's 4th, 6. K. B. to Q B's 4th is inadmissible, *see* "Handbook," p. 132. The only question is, can Black *decline* the gambit and play 5. K. B. to Q Kt's 3rd?

(A.)

8. Q. B. to K's 3rd.

(In the "Leitfaden," Black's present move is pronounced bad on account of 9. K. Kt. to K Kt's 5th, and 10. Q to K. R's 6th, It has been suggested to me by a skilful amateur that the move of 8. Q. B to K's 3rd is a valid defence if Black in reply to 9. K. Kt to K Kt's 5th reply with 9. Q. to Q's 4th, and this is borne out apparently by the subsequent moves :

9. K. Kt. to K. Kt's 5th.	9. Q. to Q's 4th.
10. Q. Kt. to Q. B's 3rd.	10. Q. to K. B's 4th.
11. P. to K. Kt's 4th.	11. Q. to K. Kt's 3rd.

(If 11. Q takes P. at K. B's 3rd, then follows 12. Q. Kt. to Q's 6th. Q. to her sq. 13. R. takes B (ch) P. takes R. 14. Kt. takes K's P. Q to her 3rd. (If 14. Q. to her 2nd. 15. Q to K. B's 3rd, and the attack must soon become irresistible.) 15. R. to K. B's 4th. Kt. to K's 4th. (If 15. Q. to Q's 2nd, then 16. Q's Kt takes P. (ch.) K. moves. 17. K's Kt. takes B., &c.) 16. Q to K's 2nd. and White must win.)

12. K's Kt. takes B. (or B.)	12. P. takes Kt.
13. R. takes P. (ch.)	13. K. to B's 2nd.
14. Kt. to Q's 5th.	14. B. to Q's 3rd.

and Black has the better game.

(B.)

12. R. takes B. (ch.) or (C.)	12. P. takes R.
13. K. Kt. takes K's P.	13. P. takes Q's Kt.
14. Q. to K's 2nd.	14. Kt. to K's 4th.

(Having gained the "exchange," Black can afford this.)

15. Q. takes Kt.

(He has a variety of moves at command, but none to his advantage.)

	15. Q. takes K. Kt's P. (ch.)
16. K. moves.	16. B. to Q's 3rd.

and Black has the superiority.

(C.)

12. Q. Kt. to K's 4th.

(This is perhaps White's strongest rejoinder.)

	12. K. B. to Q. Kt's 3rd.
13. P. to K. B's 4th.	13. Castles on Q's side.

(The White King is so exposed, that Black may I believe sacrifice a Piece and still have the better game.)

14. P. to K. B's 5th.	14. Q's B. takes P.
15. P. takes B.	15. Q. takes P.

and Black remains with a good position and three Pawns for his lost Piece.

GAMES

ILLUSTRATIVE OF THE GIUOCO PIANO.

GAME I.—Between Messrs. Lowenthal and Ralli. Played by Correspondence.

WHITE. (Mr. Ralli.)	BLACK. (Mr. Lowenthal.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Kt. to K. B's 3rd.
6. P. to K's 5th.	6. P. to Q's 4th.
7. B. to Q. Kt's 5th.	7. Kt. to K's 5th.
8. B. takes Q's Kt. (ch.)	8. P. takes B.
9. Q. B's P. takes P.	9. B. to Q. Kt's 3rd.
10. Kt. to Q. B's 3rd.	10. Castles.*
11. Q. B. to K's 3rd. †	11. P. to K. B's 4th.
12. Q. to Q. B's sq. ‡	12. Q. B. to Q. R's 3rd. §
13. K's Kt. to his 5th.	13. P. to K. B's 5th. ‖
14. B. takes P.	14. R. takes B. ¶
15. K. Kt. to K's 6th.	15. Kt. takes Q's Kt. **
16. Q. takes R. ††	16. Kt. to K's 7th.

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* Many now play P. to K. B's 4th, but Castling appears to be equally good.

† This game, though began as a Scotch Gambit, is so soon resolved into a "Giuoco Piano" that it may be fairly classed among the games that illustrate that opening.

‡ Better to have Castled or taken the Pawn in passing.

§ This prevents White from Castling, and hampers him sadly.

‖ From this point to the end, Mr. L plays very cleverly.

¶ Daring, but sound and well calculated.

** *A coup d'état!*

†† His best play apparently, under the circumstances. If he had *taken the Queen, the following very striking variation would most* probably have occurred—

16. Kt. takes Q.	16. R. to K's 5th (ch).
17. K. to Q's 2nd.	17. Kt. to K's 7th.
18. Q. to her Kt's sq. (best).	

(If 18. Q. to her B's 2nd, Black replies with 18 B. to Q. R's 4th, check, and wins easily. If 18. Q. takes Q. B's P., Black also answers with B. to Q's R. 4th, check, winning the Queen in a move or two afterwards, and having an excellent position,)

18. R. takes Q's P. (ch).

17. Kt. takes Q.	17. Kt. takes Q.
18. Kt. takes Q. B's P.	18. Q. B. to Q. Kt's 2nd.
19. Kt. to Q. Kt's 4th.	19. B. takes Q's P.
20. P. to K. Kt's 3rd.*	20. Kt. to K. R's 6th.
21. P. to K. B's 4th.	21. B. takes Q. Kt's P.
22. Q. R. to Q. Kt's sq.	22. P. to Q's 5th.†
23. Q's R. takes B.	23. B. takes K's R.
24. Kt. to Q R's 6th.	24. R. to Q. B's sq.
25. Kt. to Q. B's 5th.	25. P. to K. Kt's 4th.
26. P. to K. B's 5th.	26. P. to Kt's 5th.
27. R. to Q. Kt's 4th.	27. Kt. to K. Kt's 4th.
28. P. to K's 6th.	28. Kt. to K's 5th.
29. R. takes Q. P.‡	29. Kt. takes Kt.
30. R. takes P. (ch.)	30. K. to B's sq.
31. R. to Q. B's 4th.	31. Kt. to K's 5th.
32. P. to K. Kt's 4th.	32. B. to K. B's sixth.
33. P. to K. B's 6th.	33. R. to Q. Kt's sq, and wins.

GAME II.—Played by Correspondence between Amsterdam and London.

WHITE. (Amsterdam.)	BLACK. (London.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3 P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. K. Kt. to K. B's 3rd.
6. P. to K's 5th.	6. P. to Q's 4th.
7. B. to Q. Kt's 5th.	7. K. Kt to K's 5th.
8. B. takes Kt. (ch.)	8. P. takes B.
9. P. takes P.	9. B. to Q. Kt's 3rd.
10. Q. Kt. to Q. B's 3rd.	10. P. to K. B's 4th.
11. P. to K. R's 4th.§	11. Castles.

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19. K. to his sq.	19. B. to Q. R's 4th (ch).
20. P. to Q. Kt's 4th.	20. R. takes Q. Kt. P. and wins.

If White at move 20 play K. to K. B's sq. Black equally wins by playing Kt. to Q. B's 8th (dis. ch.)

* Well conceived.

† It would have been better for him to have played B. to Q. B's 6th (ch.), and then P. to Q's 5th.

‡ Mere desperation. The game is past hope.

§ The first of a series of fantastic manœuvres on the part of White, who appear to have been utterly paralysed by their opponent's unexpected *coup* on the preceding move. Their best play, as we have seen, was to take the Pawn in passing; but Castling would also have been better than the move made.

12. B. to K. B's 4th.	12. P. to Q. B's 4th.
13. K. to B's sq.	13. Q. R. to Q. Kt's sq.
14. Q. Kt. to Q. R's 4th.	14. P. takes P.
15. K. Kt. takes P.	15. Q. to K's sq.*
16. P. to Q. Kt's 3rd.	16. P. to Q. B's 4th.
17. K. Kt. to Q. B's 2nd.	17. P. to Q's 5th.
18. Q. R. to Q. B's sq.	18. Q. B. to Q. R's 3rd (ch.)
19. K. to Kt's sq.	19. B. to Q. Kt's 4th.
20. K. Kt. to Q. R's 3rd.†	20. B. takes Q. Kt.
21. P. takes B.	21. B. to Q. B's 2nd.
22. P. to K. B's 3rd.	22. Kt. to Q. B's 6th.
23. Q. to Q. B's 2nd.	23. B. takes K's P.
24. R. to K's sq.	24. B. takes B.‡
25. R. takes Q.	25. K. R. takes R.
26. K. to K. B's 2nd.§	26. R. to K's 7th (ch.)
27. Q. takes R.	27. Kt. takes Q.
28. K. takes Kt.	28. R. to K's sq. (ch.)
29. K. to B's 2nd.	29. P. to Q's 6th.
30. R. to Q's sq.	30. P. to Q's 7th.
31. K. to B's sq.	31. B. to K. Kt's 6th.
32. Kt. to Q. B's 2nd.	32. R. to K's 8th (ch.)
33. R. takes R.	33. P. takes R. (becoming a Q., ch.)
34. Kt. takes Q.	34. B. takes Kt.
35. K. takes B.	35. K. to B's 2nd, and wins.

GAME III.—Between Prince D. Ouroussoff and Major Jaenisch.

BLACK. (Major J.)	WHITE. (Prince D. O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. to K's 5th.‖	6. P. to Q's 4th.

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* The object of Black's 10th move is now apparent. They here commence an attack on the White's K. Pawn, which being isolated must fall in the end.

† It is difficult to see why Amsterdam thus allowed a Pawn to be doubled at the side of the board.

‡ The sacrifice of the Queen leads to a speedy victory.

§ This was imperative, since Black threatened to play B. to K. Kt's 6th with fatal effect.

‖ Major Jaenisch remarks on this move: "At this time I am

7. B. to Q. Kt's 5th.	7. Kt. to K's 5th.
8. B. takes Q's Kt. (ch.)	8. P. takes B.
9. P. takes Q. P.	9. B. to Q. Kt's 3rd.
10. Kt. to Q. B's 3rd.	10. P. to K. B's 3rd.
11. B. to K's 3rd.	11. Castles.
12. P. to K. R's 3rd.	12. P. to K. B's 4th.
13. Castles.	13. P. to K. B's 5th.
14. B. to Q. B's sq.	14. Q. B. to Q. Kt's 2nd.
15. P. to Q. R's 4th.	15. P. to Q. R's 4th.
16. R. to K's sq.	16. P. to Q. B's 4th.
17. Kt. takes Kt.	17. P. takes Kt.
18. P. takes Q. B. P.	18. K's B. takes P.
19. Q. takes Q.	19. Q. R. takes Q.
20. Kt. to K. Kt's 5th.	20. Q. R to K's sq.*
21. B. to Q's 2nd.	21. Q. R. takes K's P.
22. P. to K. R's 4th.	22. P. to K's 6th.
23. P. takes P.	23. P. takes P.
24. B to Q. B's 3rd.	24. P. to K's 7th (dis. ch.)
25. K. to R's 2nd.	25. Q. R. to K's 6th.
26. B. takes Q. R's P.	26. K. R. to K. B's 7th.
27. K. R. to K. Kt's sq.	27. B. to Q's 3rd (ch.)
28. K. to R's sq.	28. P. to K. R's 3rd.

And Black resigned.

GAME IV.—Between Mr. Schumoff and Prince Ouroussoff the younger.

WHITE. (Mr. S.)	BLACK. (Prince O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. B. to K. Kt's 5th.	6. P. to K. R's 3rd.
7. B. to K. R's 4th.	7. P. to K. Kt's 4th.
8. B. to K. Kt's 3rd.	8. P. to Q. R's 3rd.
9. P. to Q. Kt's 4th.	9. B. to Q. R's 2nd.

---

inclined to believe that in the "Giuoco Piano" opening, the first player acquires a better game by taking the Q's Pawn with his Q. B's P. as was done by the old players, than in advancing the King's Pawn to attack the adverse Knight.

* White has now a winning advantage through the freedom of his Pieces, and the strength of his advanced Pawns in the centre of the field.

10. P. to Q. R's 4th.	10. Kt. to K's 2nd.
11 Q. to her Kt's 3rd.	11. R. to K. R's 2nd*
12 Q Kt. to Q's 2nd.	12. Kt. to K. Kt's 3rd.
13 P. to Q's 4th.	13. P. to K. Kt's 5th.†
14 Kt. to K. R's 4th.	14. Kt. takes Kt.
15. B. takes Kt.	15. P. takes P.
16. P. to K's 5th.‡	16. P. takes Q. B's P.
17. Kt. to K's 4th.§	17. Kt. takes Kt.‖
18. B. takes Q.	18. B. takes P. (ch.)
19. K. to his 2nd.	19. P. to K. Kt's 6th.
20. P. to K. R's 3rd.	20. K. takes B.
21. B. takes K. B's P.	21. B. to K. B's 4th.¶
22. B. to Q's 5th.	22. R. to K's 2nd.
23. P. to K's 6th.	23. P. to Q. B's 3rd.
24. B. takes Kt.	21. R. takes P.
25. K. R. to Q's sq.**	25. R. takes B. (ch.)
26. K. to his B's sq.	26. P. to Q. B's 7th.
27. R. takes P. (ch)	27. K. to his 2nd.
28. R. to Q's 2nd.	28. B. to K's 3rd.
29. Q. takes Q. B's P.	29. B. to Q. B's 5th (ch.)
30. R. to Q's 3rd.	30. R. to K. B's sq.
31. Q. takes Q. B.	31. R. takes Q.

And White resigned the game.

Game V.—Between Messrs. Buckle and Schulder.

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt to Q. B's 3rd.
3. K. B. to Q B's 4th.	3. K. B. to Q. B's 4th.
4. Kt. to Q. B's 3rd.††	4. Kt. to K. B's 3rd.

---

* There is a freshness and originality about the games of the Princes Ouroussoff, that render them as delightful as they are instructive to the chess student.

† A capital counter-move.

‡ All these moves are excellently conceived.

§ White might also have taken the Pawn with his Queen.

‖ This, though perhaps unsound, is played with remarkable ingenuity.

¶ From this point Black plays in great style.

** Q. takes P. seems a better move.

†† The present variation in the "Giuoco Piano" opening has not received much attention at the hands of chess authors It may be adopted I believe in perfect safety; and now that the combinations springing from the usual move of 4. P. to Q. B's 3rd have been analyzed to exhaustion, 4. Kt. to Q. B's 3rd presents an agreeable variety.

5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. Castles.	6. P. to K. R's 3rd.
7. Q. Kt. to K's 2nd.	7. Q. Kt. to Q. R's 4th.*
8. B. to Q. Kt's 3rd.	8. P. to Q. Kt's 4th.
9. Kt. to K. Kt's 3rd.	9. B. to Q. Kt's 3rd.
10. K. to R's sq.	10. P. to Q. B's 4th.
11. B. to Q's 2nd.	11. Kt. to Q. B's 3rd.
12. P. to Q R's 4th.	12. P. to Q. Kt's 5th.
13. B. to Q. B's 4th.†	13. Kt. to K. 2nd.
14. Kt. to K. R's 4th.	14. B. to K. Kt's 5th.‡
15. P. to K. B's 3rd.	15. B. to K's 3rd.
16. B. takes B.	16. P. takes B.
17. P. to K. B's 4th.	17. P. takes P.
18. R. takes P.	18. Q. to her 2nd.
19. Kt. to K. R's 5th.§	19. Q. Kt. to K. Kt's sq
20. K. Kt. to K. Kt's 6th	20. R. to K. R's 2nd.
21. P. to Q. R's 5th.	21. B. to Q. B's 2nd.
22. P. to Q. B's 3rd.	22. P. takes P.
23. B. takes P.	23. P. to K's 4th.
24. R. to K. B's 5th.‖	24. Q. R. to Q. Kt's sq.
25. Q. to K. Kt's 4th.¶	25. Q. to K's 3rd.**
26. Kt. takes Kt. (ch.)	26. Kt takes Kt.††

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* If played for the express purpose of taking the adverse K's B. this move is unobjectionable, but, as White does not exchange Pieces, it is somewhat puzzling to account for his placing the Knight in such a position.

† I do not see that Mr. Buckle derives any more advantage from the Bishop being posted here than from his standing at Q. Kt's 3rd; and if not, this must be considered "a lost time." If I mistake not, he might have played the Kt. to K. R's 4th at once. For suppose:—

13. Kt. to K. R's 4th.	13. Kt. takes K's P. (if)
14. B. takes K. B's P. (ch)	14. K. takes B.

(If he play the King to B's sq. or K's 2nd, Black may check with his Knight at K. Kt's 6th, &c.)

15. Q. to K's R. 5th (ch.)	15. K. to Kt's sq. (best)
16. P. takes Kt.	

And Black has much the advantage.

‡ *Cui bono?*

§ Threatening, the young player may be told, to take the Knight with his Rook for nothing; since if White captured his Rook in return, he would lose his Queen.

‖ The game now increases in animation move by move, until it attains a climax of remarkable interest and beauty.

¶ This move can evidently be made with impunity.

** Running into the lion's mouth! He should rather have played Q. to K. B's 2nd I believe.

†† If he had taken with the K. Kt's Pawn, Black would have captured the K's Pawn with his Rook even still more advantageously.

27. R. takes K's P.*	27. Q. takes R.†
28. Q. to K. R's 3rd.‡	28. Kt. takes K's P.
29. P. takes Kt.	29. Q. takes P.
30. R. to K's sq.	30. Q. takes R.
31. B. takes Q.	

And White ultimately lost the game.

GAME VI.—Between Messrs. Jaenisch and Schumoff.

WHITE. (Mr. Schumoff.)	BLACK. (Mr. Jaenisch.)
1. P. to K's 4th.	1. P to K's 4th.
2. K. Kt. to K. B's 3rd.	2 Q Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Kt. to K B's 3rd.
5. Castles.	5. Kt. takes K. P.
6. P. to Q's 4th.	6. P. takes P §
7. P. takes P.	7. B. to Q. Kt's 3rd.‖
8. B to Q's 5th.¶	8. K. Kt. to K. B's 3rd.
9. R. to K's sq. (ch.)	9. Q. Kt. to K's 2nd.
10. Q. Kt. to Q. B's 3rd.	10. B. to Q. R's 4th.**
11. P. to Q. Kt's 4th.	11. B. takes P.
12. B. takes K. B s P' (ch.)	12. K. to B's sq.
13. Q. to her Kt's 3rd.	13. B. takes Kt.
14. Kt. to K. Kt's 5th.	14. B. takes K's R.
15. B. to K. R's 5th.	15 B. takes K B's P. (ch.)
16. K. takes B.	16. P. to Q's 4th.
17. B. to Q. R's 3rd.	17. Kt. takes K's B.
18. R to K's sq.	18. Q. to Q's 2nd.
19. R. takes Kt.	19. Q takes R.

---

* Very well conceived.

† This was a fatal error. He should have taken the Queen with his Knight, although, even in that case, Black would have had the better game.

‡ A masterly *coup de repos*, almost compelling White to immolate himself. After this the game is hopeless.

§ He should rather have played P. to Q's 4th also.

‖ Equally faulty with his last move His best play would have been 7. B. to K's 2nd, by which he might have maintained the Pawn with a tolerably safe though somewhat confined game.

¶ R. to K's sq. would have been better; *ex. gr.*, 8. R to K's sq. / P. to Q's 4th. 9. B. takes Q's P. / Q takes B. 10. Q Kt to Q B's 3rd, regaining the Pawn.

** White cleverly takes advantage of this error in his next few moves.

20. Q. takes Q. P.*
21. B. takes Q.
22. Q. to K's 5th (ch.)
23. Q. takes Q. B's P.
24. Q. to Q's 6th (ch.)
25. Q. takes B. (ch.)
26. Kt. to K. B's 7th (ch.)
27. Q. to Q's 6th (ch.)
28. Kt. takes R.
29. Q. to K. B's 8th (ch.)

20. K. to K's sq.
21. K. takes B.
22. K. to B's sq.
23. B. to K's 3rd.
24. K. to K's sq.
25. K. to Q's sq.
26. K. to Q. B's 2nd.
27. K. to B's sq.
28. Kt. to K. B's 3rd.

And Black resigns.

GAME VII.—Between Messrs. Buckle and Anderssen.

WHITE. (Mr. B.)	BLACK. (Herr A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q B's 3rd.	4. K. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt's 5th (ch.)
7. B. to Q's 2nd.	7. B. takes B. (ch.)
8. Q. Kt. takes B.	8. P. to Q's 4th.
9. P. takes P.	9. K. Kt takes P.
10. Q to Q. Kt's 3rd.	10. Q. Kt. to K's 2nd.
11. Castles.	11. Castles.
12. K. R. to K's sq.	12 K. Kt. to K. B's 5th.
13. K. R. to K's 4th.	13. Q. Kt to K Kt's 3rd.
14. Q. R. to K's sq †	14. Q. to K. B's 3rd.
15. K. Kt. to K's 5th.	15. Q. to K. Kt's 4th. ‡
16. B. takes K. B's P. (ch.)	16. K. to R's sq.
17. Kt. takes Kt. (ch.)	17. P. takes Kt.
18. Q. to K. Kt's 3rd. §	18. Q. takes Q.
19. K. R's P. takes Q.	19. R. takes B.
20. R. takes Kt.	20. K. to Kt's sq. ‖
21. Q. R. to K's 8th (ch.)	

And Black resigned.

---

* Now the position becomes highly interesting, but if White had *been satisfied with the obvious move of B. takes Q.*, he would soon have lost all his advantage.

† These three moves with the Rooks give White a very fine position.

‡ Black risks too much on this counter-attack, Kt. takes Kt. would have been better play.

§ Well played.

‖ A palpable oversight, but the position is lost.

GAME VIII.—Between Messrs. Max Lange and Ehrich.

WHITE. (Mr. L.)	BLACK. (Mr. E.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K Kt. to K. B's 3rd.	2. Q. Kt. to Q B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. Castles.	4. K. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. to K's 5th.	6. P. to Q's 4th.
7. P. takes Kt.	7. P. takes B.
8. K. R. to K's sq. (ch.)	8. K. to B's sq.
9. P. takes P. (ch.)	9. K. takes P.
10. K. Kt. to K's 5th.	10. Q. B. to K's 3rd.
11. Q. to K. R's 5th.	11. Q. to K's 2nd.
12. Q. B. to K Kt's 5th.	12. P. to K. B's 3rd.
13. Q. to K. R's 6th (ch.)	13. K. to Kt's sq.
14. Q. B. takes K. B's P.	14. Q. to K. B's sq.
15. Q. to K. Kt's 5th (ch.), and wins.	

GAME IX.—Between Messrs. Max Lange and Heineman.

WHITE. (Mr. L.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. Castles.	4. K. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. K. B. takes Q's P.
6. K's Kt. takes B.	6. Q. Kt. takes Kt.
7. P. to K. B's 4th.	7. Q. Kt. to K's 3rd.*
8. P. takes P.	8. K. Kt. to his sq †
9. K. R. takes K. B's P.	9. K. takes R.
10. K. B. takes Kt. (ch.)	10. K. takes B.
11. Q. to her 5th (ch.)	11. K. to K's 2nd.
12. B. to K. Kt's 5th (ch.)	12. Kt. to K. B's 3rd.
13. Q. Kt. to Q. B's 3rd.	13. K. R. to K. B's sq.
14. R. to K. B's sq.	14. P. to Q's 3rd.
15. P. takes Kt. (ch.)	15. P. takes P.
16. R. takes P.	16. R. takes R.
17. P. to K's 5th.	17. B. to K's 3rd.
18. B. takes R. (ch.)	18. K. to B's 2nd.
19. Q. to K. B's 3rd.	19. Q. to K. Kt's sq.
20. Kt. to K's 4th.	20. P. takes P.
21. B. to Q's 8th (dis. ch.), and wins.	

---

* If 7. P. to Q's 3rd, then follows 8. P. takes P. 9. Q. B. to K. Kt's 5th, &c. If 7. Q. Kt. to Q. B's 3rd, then, 8. B. takes K. B's P. (ch.) 9. P. takes P., &c.

† It would have been unwise to take the K's Pawn, on account of 8. $\frac{\text{Q. to K B's 3rd.}}{\text{K. Kt. to his 4th.}}$ 9. $\frac{\text{Q's B takes Kt.}}{\text{Kt. takes B.}}$ 10. $\frac{\text{B takes K. B's P (ch.)}}{\quad}$, &c.

GAME X.—Between the same players.

WHITE. (Mr. L.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. Castles.	4. K. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. Q. Kt. takes Q's P.
6. K. Kt. takes K. P.	6. Q. Kt. to K's 3rd.
7. K's B. takes Kt.	7. K. B's P. takes B.*
8. K. Kt. to Q's 3rd.	8. Q. to K's 2nd.†
9. B. to K. Kt's 5th.	9. P. to K's 4th.‡
10. Q. Kt. to B's 3rd.	10. P. to Q. B's 3rd.
11. B. takes Kt.	11. K. Kt. P. takes B.
12. Q. to K. R's 5th (ch.)	12. K. to Q's sq.
13. K. Kt. takes B.	13. Q. takes Kt.
14. Q. R. to Q's sq.	14. K. to Q. B's 2nd.
15. K. to K. R's sq.	15. Q. to K's 2nd.
16. P. to K. B's 4th.	16. P. to Q's 3rd.
17. K. B's B. takes P.	17. Q's P. takes P.
18. K. R. to K. B's 2nd.	18. K. R. to K. B's sq.
19. Q. R. to K. B's sq.	19. B to K's 3rd.
20. Q. to K. R's 4th	20. K. R to K. B's 2nd.
21. K. R. takes K. B's P.	21. Q R. to K. B's sq.
22. R. takes R.	22. R takes R.
23. R. takes R.	23. Q. takes R.
24. P. to K. R's 3rd.	24. Q. to K. B's 8th (ch.)
25. K. to K. R's 2nd.	25. Q. to K. B's 5th (ch.)
26. Q. takes Q.	26. P. takes Q.
27. P. to K's 5th.§	27. B. to K. B's 4th.
28. Kt. to K's 2nd.	28. B. takes Q. B's P.
29. Kt. takes P.	29. K. to Q's 2nd.

---

* It is clear that 7. $\frac{\text{Q's P. takes B.}}{}$ is bad.

† 8. $\frac{\text{Kt. takes K's P.}}{}$ loses a Piece. He might, however, 8. $\frac{\text{K. B. to Q. Kt's 3rd}}{}$, or 8. $\frac{\text{K. B. to K's 2nd.}}{}$ In both cases White with 9. $\frac{\text{P to K's 5th}}{}$, and gets the better game. Lastly, if 8. 9. $\frac{\text{Kt. takes B.}}{\text{P. takes Kt.}}$ 10. $\frac{\text{Q. to K's 2nd}}{\text{Castles}}$, and White has the bett[er].

‡ To prevent P. to K's 5th. If 9. $\frac{}{\text{P. to Q's 3rd.}}$ 11. $\frac{\text{P to K's 5th.}}{}$ Wins.

§ The right move, overlooked apparently by Blac[k] the exchange of Queens.

30. P. to Q Kt's 4th.	30. P. to Q. R's 3rd.
31. K. to K. Kt's 3rd.	31. P. to Q Kt's 4th.
32. K. to K. B's 3rd.	32. P. to Q. B's 4th.
33. P. takes P.	33. K. to Q. B's 3rd.
34. P. to K's 6th.	34. P. to Q. Kt's 5th.
35 P. to K's 7th.	35. K. to Q's 2nd.
36. P. to Q. B's 6th (ch.)	36. K. takes K's P.
37. Kt. to Q's 5th (ch.)	37. K. to Q's 3rd.
38. Kt takes P.	38. B. to Q R's 5th.
39. Kt takes P.	39. B. takes P.
40. Kt. to Q. Kt's 4th.	40. B. to Q. R's 5th.
41. P. to K. Kt's 4th.	

Winning easily.

Chapter V.

EVANS' GAMBIT.

GAME THE FIRST.—("Handbook," p. 127.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th,	4. K. B. takes Kt.'s P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	

The move generally adopted now instead of Castling is

P. to Q's 4th

, which will be examined in Game II.)

6. P. to Q's 3rd.

P. to Q's 4th.

7. P. takes P.

ve given to White in the "Handbook," page 129, is

; but he can also play 8. Q. to her Kt.'s 3rd,

ll be briefly examined. For a more copious ana-

* If 7. P. to
K Kt's 5th, &c.

dent may consult with advantage pages 219—223
ss Player's Companion." Note here, that if White

9. P. takes P., &c.

† It would have

P takes P.

8. , and Black answer that move with

Q to K B's 3rd.

8. K. Kt. to his 4th.

d

White's strongest play appears to be

9. $\frac{\text{Q to Q R's 4th}}{}$, as shown in an Illustrative Game between Messrs. Anderssen and Saalbach at the end of this opening.)

8. Q. to her Kt.'s 3rd. 8. Q. to K's 2nd.

Black has three other feasible moves, viz.—8. $\frac{\text{Q to K. B's 3rd}}{}$, 8. $\frac{\text{Q to Q's 2nd}}{}$, and 8. $\frac{\text{Q B. to K's 3rd}}{}$, the consequences of which will be seen, under (A.), (B.), and (C.).

9. P. to K's 5th.

(If 9. $\frac{\text{Q. B's P. takes P.}}{\text{K. B. to Q. Kt's 3rd.}}$ 10. $\frac{\text{P. to K's 5th.}}{\text{Kt. takes Q's P.}}$ He may also advantageously take the K's Pawn with Pawn. 11. $\frac{\text{Kt takes Kt}}{\text{B. takes Kt.}}$ 12. $\frac{\text{P. takes P.}}{\text{P. takes P.}}$ 13. $\frac{\text{B. takes K B's P. (ch)}}{\text{K. to B's sq.}}$ 14. $\frac{\text{B. takes Kt.}}{\text{B. takes Q's R.}}$ 15. $\frac{\text{K B. to Q's 5th.}}{\text{Q. B. to K. B's 4th.}}$ Black has much the better game.)

9. P. takes K's P.

10. R. to K's sq. 10. K. B. to Q. Kt.'s 3rd.

(Mr. Heydebrand here introduces a novel feature in the *defence*, viz.,—10. $\frac{\text{Q B. to Q's 2nd}}{}$, following it up thus—11. $\frac{\text{Q B. to Q R's 3rd.}}{\text{Q to K B's 3rd.}}$ 12. $\frac{\text{Kt takes K's P.}}{\text{Castles on Q's side}}$, This he pronounces better for Black than taking the Kt.) 13. $\frac{\text{Kt. takes K. B's P.}}{\text{P. takes Q B's P.}}$ 14. $\frac{\text{Kt. takes Q's R.}}{}$ If he take the K's R. the game goes on thus,—14. $\frac{\text{Kt takes K's R.}}{\text{P. to Q. B's 7th.}}$ 15. $\frac{\text{B to Q Kt's 2nd}}{\text{B. takes K's R.}}$, and *Black must* win. 14. $\frac{}{\text{Kt. takes Kt.}}$ 15. $\frac{\text{Q to Q. B's 2nd.}}{\text{Q Kt. to Q B's 3rd.}}$ And here Mr. Heydebrand breaks off with the remark that Black has *the better game. Is this certain? I must confess it appears* to me somewhat doubtful.)

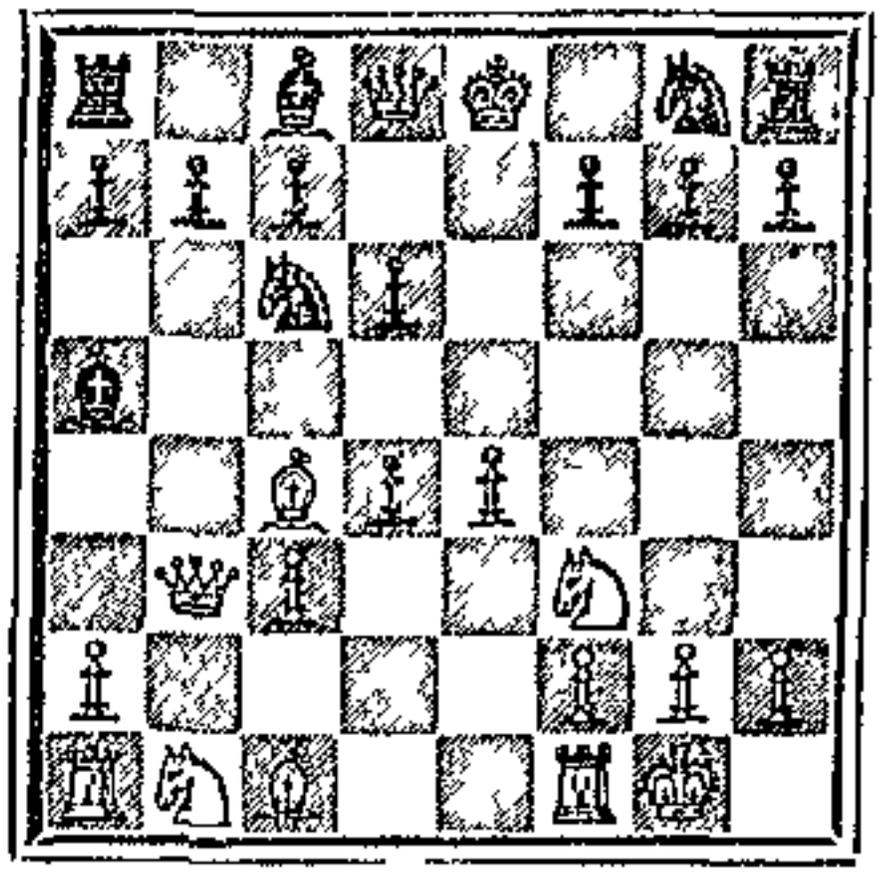
11. Q. B. to Q. R's 3rd. 11. Q. to K. B's 3rd.
12. Kt. takes K's P. 12. Kt. takes Kt.
13. B. takes K. B's P. (ch.) 13. K. to Q's sq.
14. Q. to Q's 5th (ch.) 14. Q. B. to Q's 2nd.
15. R. takes Kt.

And White should win.

(A)

The following is the position:

BLACK.



WHITE.

8. Q. to K. B's 3rd.
9. K. B. to Q. Kt.'s 3rd.

9. P. takes P.
10. P. to K's 5th.

(Instead of this, I prefer a move introduced in a game by consultation, given at the end of this article, 10. K B to Q Kt's 5th / there followed by 10. Q B to Q's 2nd. 11. P to K's 5th. / P takes P. 12. K R to K's sq / K Kt to K's 2nd. 13. P takes P / Q to K Kt's 3rd. 14. K B to Q's 3rd / Q to K. R's 4th. 15. K R to K's 4th / Q B. to K's 3rd. 16. Q to Q R's 4th, &c.)

10. P. takes P.

(He may play also 10. Q to K Kt's 3rd 11. P. takes P. / P takes P. 17 K Kt to K Kt's 5th / K Kt to K R's 3rd 13. R to K's sq (ch) / K to B's sq., and the attack is almost exhausted).

11. P. takes P. 11. Q. to K. Kt.'s 3rd.
12. K. Kt. to K. Kt's 5th. 12. Q. Kt. to Q's sq.

Black has a very confined game, but he is safe and has gained a Pawn.

(B.)

	8. Q. to Q's 2nd.
9. P. to K's 5th.	9. P. takes K's P.
10. Kt. takes K's P.	10. Kt. takes Kt.
11. R. to K's sq.	11. P. to K. B's 3rd.
12. B. takes K's Kt.	12. P. takes Q. B's P.
13. B. takes K. R's P.	

And White ought to win.

(C.)

	8. Q. B. to K's 3rd.
9. B. takes B.	9. P. takes B.
10. P. takes P.	10. Q. to Q's 2nd.
11. P. to Q's 5th.	11. Q Kt. to Q's sq.
12. P. takes P.	12. Q. Kt. takes P.
13. Q. takes Q. Kt.'s P	

And White has the better game.

The old-fashioned way of continuing the opening, instead of 8. $\frac{\text{Q to her Kt's 3rd}}{\text{_____}}$, was to play—

8. P. takes P. 8. K. B. to Q. Kt.'s 3rd.
9. Q. B. to Q Kt.'s 2nd.

(In lieu of this move, 9. $\frac{\text{P to K R's 3rd}}{\text{_____}}$ is sometimes adopted, and unless carefully answered gives White a very good game, *e.g.*, — 9. $\frac{\text{P to K R's 3rd.}}{\text{K Kt to K B's 3rd.}}$ The usual move but not the best.) 10. $\frac{\text{Q Kt to Q B's 3rd}}{\text{P. to K R's 3rd.}}$ (He may also castle, 10. $\frac{\text{_____}}{\text{Ca tles.}}$ 11. $\frac{\text{Q B to K Kt's 5th}}{\text{P to K R's 3rd.}}$ 12. $\frac{\text{B to K R's 4th.}}{\text{P to K. Kt's 4th.}}$ 13. $\frac{\text{Kt takes P}}{\text{P. takes Kt.}}$ 14. $\frac{\text{Q B takes P}}{\text{K B takes Q's P.}}$ 15. $\frac{\text{Q Kt to Q's 5th}}{\text{_____}}$, with an overpowering attack.) 11. $\frac{\text{P to K's 5th}}{\text{P takes P}}$ 12. $\frac{\text{Q B to Q R's 3rd}}{\text{_____}}$, with a fine game.

The true defence when you move 9. $\frac{\text{P to K R's 3rd}}{\text{_____}}$, appears to be 9. $\frac{\text{_____}}{\text{P. to K R's 3rd.}}$ 10. $\frac{\text{Q Kt to Q B's 3rd}}{\text{K Kt to K's 2nd}}$, &c. (If 10. $\frac{\text{Q B to Kt's 2nd}}{\text{_____}}$, or 10. $\frac{\text{P to Q's 6th}}{\text{_____}}$, Black can defend himself as in the ordinary game when the K. R's Pawns are

not moved. For the consequences of his playing 9. Q Kt. to Q. R's 4th: in this variation see the "Illustrative Games.")

9. K. Kt. to K. B's 3rd.

10. P. to Q's 5th.

(Besides this move White has two good attacks not noticed in the "Handbook:"—10. Q Kt to Q's 2nd, and 10. Q to Q. B's 2nd The first of these is analyzed by Mr. Waller, who gives the following moves:—10. Q Kt to Q's 2nd. / Q B. to K. Kt's 5th. 11. P. to K's 5th. / P. takes P. 12. P. takes P. / B. takes Kt. 13. Kt. takes B. / Q takes Q. 14. Q. R takes Q / Kt to K. Kt.'s 8th. 15. P. to K. R's 3rd / Kt. to K R's 3rd. 16. P. to K's 6th. / P to K. B's 3rd. 17. Q R to Q's 7th. / Kt. to K B's 4th. 18. Q. B. to Q R's 3rd. / Q R. to Q's sq. 19. K R. to Q's sq. / R takes R. 20. R. takes R., with a winning position. The true defence, however, against 10. Q Kt. to Q's 2nd, appears to be that given in the German "Handbuch:"—10. Castles. 11. P. to K's 5th / K Kt. to K's sq. though Mr. Waller thinks that White can even now recover the Pawn by 12. Q to Q B's 2nd. For the other move, 10. Q to Q B's 2nd. / Castles. 11. P. to K's 5th. Black's best resource is probably to retreat 11. K Kt. to K's sq. White may then play 12. Q. Kt. to Q's 2nd, and the position is the same as in the last variation.)

	10. Q. Kt. to K's 2nd.
11. Q. B. takes K's Kt.	11. P. takes B.
12. K. Kt. to Q's 4th.	12. K's B. takes Kt.

(Instead of this move, I believe Black should castle, aiming to get his K. on K. R's sq., and his R. on K. Kt.'s sq., and so attack on the open file. He may also play as advised by the "Handbuch:"—12. P. to K. B's 4th. The move in the text—12. B. takes Kt., seems rather to forward White's game.)

13. Q. takes B.

And White has a fine game.

GAME THE SECOND.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. K. B. takes Kt.'s P.
5. P. to Q. B's 3rd.	5. K. B to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	

(*If White castle now, and Black then take the Q. B's P. with his P.* (his B. being at Q. B's 4th), White can play 8. $\frac{\text{B. takes K. B's P. (ch.)}}{}$ with advantage. It is far more common for the variation to occur when the B. is at Q. R's 4th. See Illustrative Games.)

	7. K. B. to Q. Kt.'s 3rd.
8. *Castles.*	8. P. to Q's 3rd.
9. P. to Q's 5th.	9. Q. Kt. to K's 2nd.

(If Black play 9. $\frac{\text{Q. Kt. to K's 4th}}{}$ 10. $\frac{\text{Kt. takes Kt.}}{\text{P. takes Kt.}}$, the most *approved continuation* is 11. $\frac{\text{Q. B. to Q. Kt.'s 2nd}}{\text{Q. to K's 2nd}}$ and 12. $\frac{\text{K. to R's sq.}}{}$ *preparatory to advancing the* K. B's P.)

10. Q. B. to Q. Kt.'s 2nd.

(In the "Handbook" I remarked that you might play the Q. B. to Q. R's 3rd, with as much advantage as to Q. Kt's 2nd; the following variation however, where it is so played a move earlier will show that it is not good. 9. $\frac{\text{Q. B. to Q. R's 3rd.}}{\text{Q. B. to K. Kt.'s 5th,}}$ 10. $\frac{\text{Q. to Q. Kt's 3rd.}}{\text{K. Kt. to K. R's 3rd.}}$ 11. $\frac{\text{P. to K's 5th}}{\text{Castles}}$, and the attack is over. In this variation Black might also have played 10. $\frac{}{\text{Q. Kt. to Q. R's 4th}}$ and White would lose a Piece if he ventured to take the K. B's P. At his 11th move he might have done the same, or have taken the Kt. with Q's B., in each case advantageously, so completely does the move 9. $\frac{}{\text{Q. B. to K. Kt.'s 5th}}$, throw the superiority into the hands of the second player.)

A good example of the force of this attack, if not correctly opposed, will be found in "The Chess Player's Companion," Game xxii, p. 218.

10. K. Kt. to K. B's 3rd.

11. Q's B takes Kt.

(Instead of taking the Knight, White may obtain a smart but hazardous attack by playing 11. P. to K's 5th.

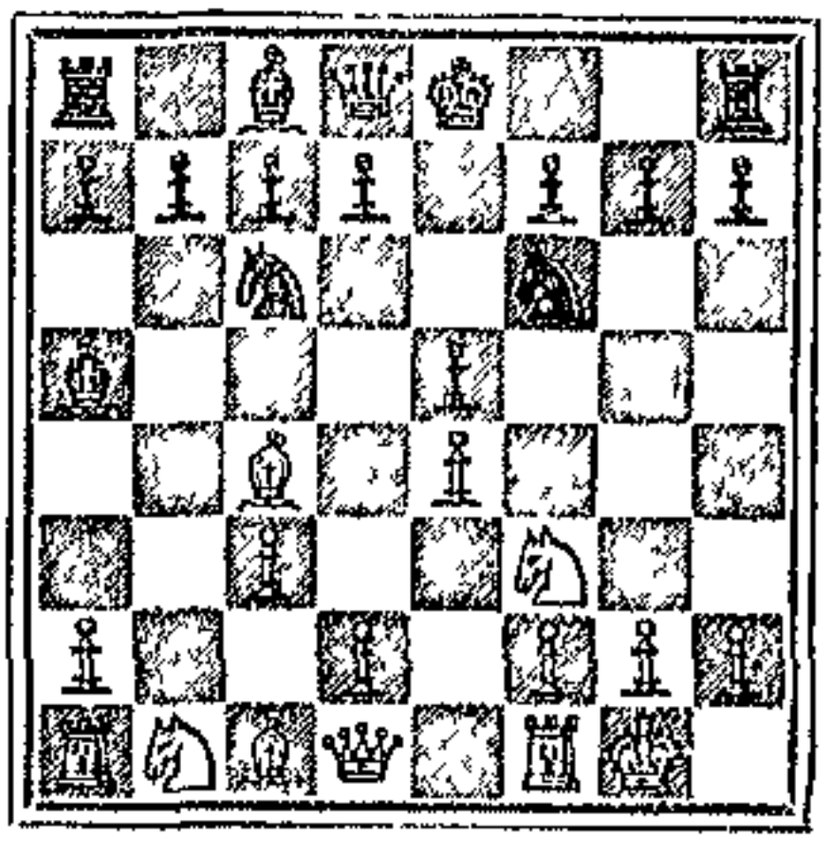
11. P. takes B.
12. K. Kt. to K. R's 4th. 12. Kt. to K. Kt's 3rd.
13. Kt. to K. B's 5th. 13. Q's B. takes Kt.
14. P. takes B. 14. Kt. to K's 4th.
15. K. R. to K's sq. 15. Castles.
16. B. to Q. Kt's 3rd.

and now by playing out his Q's Kt., and presently getting his Queen and K's Rook to bear upon the adverse King, White has attack enough still left to compensate for his lost Pawn.)

GAME THE THIRD.—("Handbook," p. 136.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. K. Kt. to K. B's 3rd.

BLACK.



WHITE

As is remarked in the "Handbook," Black may more safely play 6. K. Kt. to K. B's 3rd, when his Bishop is at Q. R's 4th, than when it is at Q. B's 4th.

7. P. to Q's 4th.	7. Castles.
8. P. takes K's P.	8. K. Kt. takes K's P.
9. Q. to Q. B's 2nd.	

White's best move here is thought to be 9. Q. to Q's 3rd.

9. P. to Q's 4th.

Mr. Waller, in his ingenious remarks upon this opening, now gives the following as a favourable continuation for the first player:

10. K. R. to Q's sq.	10. Q. B. to K's 3rd.
11. Q. B. to K's 3rd.	

and proves satisfactorily that White cannot safely take the Queen's Pawn with his Bishop at move 11. He proceeds to examine the two defences Black has at command, viz.: 11. P. to K B's 4th, and 11. Kt. to K's 2nd, and dismisses both as unfavourable to him, but the German "Handbuch" carries on the game thus:

	11. P. to K. B's 4th.
12. B. takes Q's P.	12. B. takes B.
13. P. to Q. B's 4th.	13. Q Kt. to his 5th.
14. Q. to Q. Kt's 3rd, or (A)	14. P. to K. B's 5th.
15. Q. B. to his sq.	15. K. Kt. to Q. B's 4th.
16. Q. to Q. R's 3rd.	16. Q. Kt. to Q's 6th.

With the better game.

At the 15th move of this Variation, Mr. Waller makes White play Q B to Q's 4th, to which Black replies—15. K. Kt. to Kt's 4th. In the "Handbuch" it is remarked that, instead of 15. K. Kt. to Kt's 4th, Black, by playing 15. Q. B. to K's 3rd, preserves his advantage.

(A.)

14. Q. to Q. Kt's 2nd.	14. P. to K. B's 5th.
15. Q. B. to his sq.	15. K. Kt. takes K. B's P.
16. K. takes Kt.	16. K. B. to Q. Kt's 3rd (ch.)

17. K. to his sq.	17. Q. B. takes Kt.
18. K's R. takes Q.	18. Q's R. takes R.

and White must lose his Queen for two minor pieces, or be mated. Hence it appears that White's best play at move 9 is Q. to Q's 3rd, instead of 9. Q. to Q. B's 2nd, in which case the following is a likely sequel:

9. Q. to Q's 3rd.	9. K. Kt. to Q. B's 4th.
10. Q. to Q's 5th.	10. K. Kt. to K's 3rd.
11. Q. B. to Q. R's 3rd.	11. K. R. to K's sq.
12. P. to K. Kt's 3rd.	

And White has the superior game.

MR. FRASER'S ATTACK.

GAME THE FOURTH.

No analysis of the Evans' Gambit can now be considered complete which does not include the beautiful modification brought into vogue by Mr. Fraser, an amateur, of Dundee. The present game will therefore be devoted to the leading features of that variation, and those readers who may desire more copious information regarding it, can profitably consult "The Chess Players' Chronicle" for 1855.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q B's 4th.
6. P. to Q's 4th.	6. P. takes Q's P.
7. Castles.	7. P. to Q's 3rd.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q. Kt. to Q. B's 3rd.	9. Q. B. to K. Kt's 5th.

(This apparently is the best reply to White's move 9. Q Kt. to Q B's 3rd, 9. K. Kt to K. B's 3rd the "Handbook," p. 139, shows to be bad.)

10. Q. to Q. R's 4th.

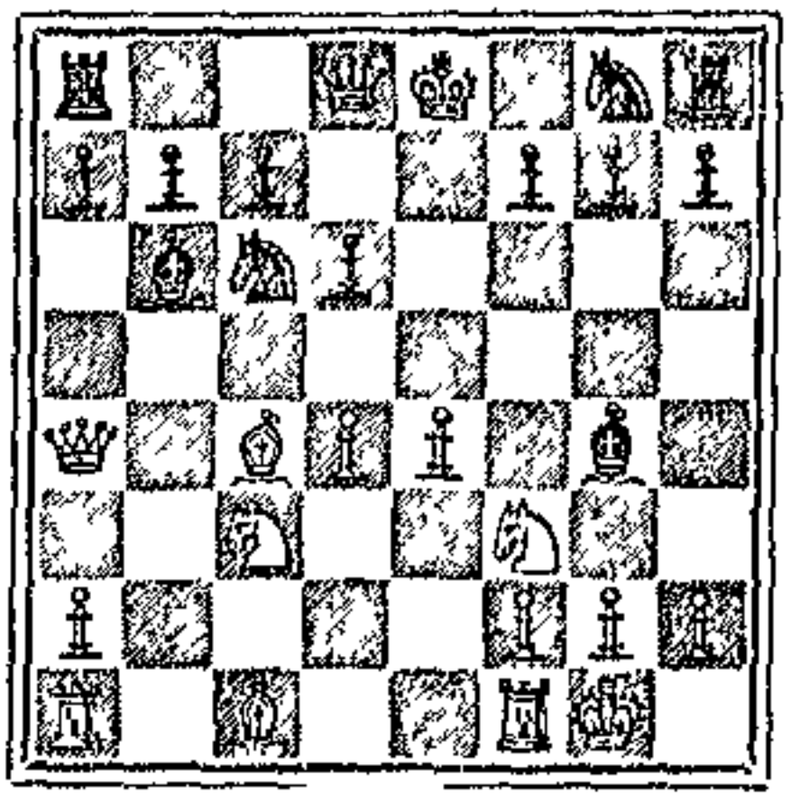
This is the move invented by Mr. Fraser, and which I

believe to be the only play that enables White to keep up the attack after his K's Kt. has been pinned.

Black has now several moves at command, to wit 10. Q. B. takes K's Kt, 10. K to K. B's sq, or 10. Q B to Q's 2nd.

I propose to consider them under the heads (A.), (B.), (C.), and the following diagram of the position after your 10th move will facilitate the examination.

BLACK.



WHITE.

(A.)

	10. Q. B. takes K's Kt.
11. P. to Q's 5th.	11. Q. B. to K. Kt's 5th (best)
12. Q. P. takes Q's Kt.	12. Q. Kt's P. takes P.

Mr. Fraser now carries on the game thus: 13. Q takes P. (ch.), Q. B to Q's 2nd. 14. Q to Q's 5th, Q. B. to K's 3rd. 15. K B to Q. Kt's 5th (ch.), K to B's sq 16. Q to Q's 3rd, Kt. to K's 2nd, and though Black's position is rather cramped, he retains his Pawn. I confess I should rather prefer the following:

13. P. to K's 5th.	13. Q. P. takes K's P.

This is probably his best move.

If 13. Q B. to Q's 2nd 14. K. B takes K. B's P. (ch.), K. takes K's B. 15. Q. to K B's 4th (ch.), K. to K's sq. 16. K P. takes Q's P., and White must I think win.

If 13. Q B to K's 3rd. 14. K. B takes Q's B. K B. P. takes K's B. 15. Q takes P. (ch) K. to K. B's 2nd. 16. Kt. to K's 4th, and White has a very strong game.

14. Q. takes P. (ch.)	14. Q. B. to Q's 2nd.
15. Q. to Q's 5th.	15. Q. B. to K's 3rd.
16. Q. takes K's P.	16. K. B. to Q's 5th.

If 16. Q to Q's 5th. or 16. Q to K. B's 3rd, 17. Q. to Q. Kt's 5th (ch) followed by Q to Q Kt's 3rd, and White has a good game.

17. K. B. to Q. Kt's 5th (ch.)	17. K. to K. B's sq.
18. Q. B. to Q. R's 3rd (ch.)	18. Kt. to K's 2nd.
19. Q. to K's 4th.	19. K. B. takes Q's Kt. (if)
20. Q. R. to Q's sq.	20. Q. to Q. B's sq.
21. K. B. to Q's 7th.	21. Q. B. takes K's B.
22. Q. takes Kt. (ch.)	

Followed by Q. R. takes Q's B., and White has undoubtedly the best game.

(B.)

10. K. to K. B's sq.

11. P. to Q's 5th.

This is stronger than 11. K. Kt. to K. Kt's 5th, which will be found illustrated in the games at the end of the chapter.

11. Q. Kt. to K's 2nd.

This seems the best square for the Knight to retreat to. If 11. Q Kt. to K's 4th, 12. K. Kt. takes Q's Kt. Q. P. takes K's Kt. 13. Q. B. to Q. R's 3rd (ch.), &c. He may also play 11. Q. Kt to Q's 5th, or 11. Q Kt to Q R's 4th, or 11. Q Kt. to Q. Kt's sq.; but each seems inferior to the move in the text.

12. K. B. to K's 2nd.	12. Q. B. takes K's Kt.
13. K. B. takes Q's B.	13. Q. Kt. to K. Kt's 3rd.
14. K. to K. R's sq.	14. Q. Kt. to K's 4th.
15. K. B. to K's 2nd.	15. Q. to K. R's 5th.
16. P. to K. B's 4th.	16. Q. Kt. to K. Kt's 5th.
17. K. B. takes Q's Kt.	17. Q. takes K's B.
18. P. to K's 5th.	

and White has a good game. I confess however that I

think Black would have done better by endeavouring to get out his Pieces, than by marching about with his solitary Knight.

(C.)

10. Q. B. to Q's 2nd.

This in my opinion is the best move Black has at this point.

11. Q. to Q. Kt's 3rd.	11. Q. Kt. to Q. R's 4th.
12. K. B. takes K. B's P. (ch.)	12. K. to K. B's sq.
13. Q. to Q's 5th.	13. K. Kt. to K. B's 3rd.
14. Q. to K. Kt's 5th.	14. K. takes K's B.
15. P. to K's 5th.	15. K. Kt. to K's Kt. 5th.

This I believe to be Black's best move, but he may also play 15. K. Kt. to K Kt's sq., 15. K Kt to K's sq., or 15. P. to K. R's 3rd.

If 15. K. Kt to K. Kt's sq., 16. Q to K. B's 4th (ch.) K. to K's sq. 17. K. R to K's sq., and White has the better game.

If 15. K Kt to K's sq., 16. Q to K. B's 4th (ch.) K to K. K's sq. 17. K. Kt to K. Kt's 5th Q. to K's 2nd. 18. P. to K's 6th. Q. B. to Q. B's sq. 19. Q. Kt. to Q's 5th, and White has the best game.

If 15. P. to K. R's 3rd, 16. Q. to K. B's 4th P. to K. Kt's 4th. 17. Q to Q's 2nd (best) K. Kt. to K. R's 2nd. 18. P. to Q's 5th, with a good game.

16. Q. to K. B's 4th (ch.)	16. K. to K. Kt's sq.
17. K. Kt. to K. Kt's 5th.	17. K. Kt. to K. R's 3rd.

This is the move given by Mr. Fraser. 17. Q. to K. B's sq. seems at least as good.

18. P. to K's 6th.	18. Q. B. to K's sq.
19. Q. Kt. to Q's 5th.	19. Q. Kt. to Q. B's 3rd.
20. K. R. to K's sq.	20. Q. Kt. to K's 2nd.
21. K. Kt. to K. B's 7th.	21. Q. Kt. takes Q's Kt.
22. Q. to K. B's 3rd.	22. Q. to K. B's 3rd.
23. Q. takes Q's Kt.	23. Kt. takes Kt.
24. Q. takes Q. Kt's P.	

Has White sufficient attack for the two Pieces he has lost?

Black's best reply seems to be 24. K. B. takes Q's P.

If 24. Q. R. to Q's sq., 25. P. to K's 7th, Q. R. to Q's 2nd. 26. Q. to Q. B's 8th, and mates in two moves, if Black take the K's P. with his Rook.

EVANS' GAMBIT DECLINED.

But little has been written upon this Opening, probably because till recently it was considered that, however brilliant the attack, in the event of the Gambit being accepted, it ought legitimately to break down against the best defence, and that therefore it was of minor importance to investigate the consequences of declining the Gambit.

GAME THE FIRST.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. to Q. Kt's 3rd.

For 4. P. to Q's 4th, which is usually considered the best way of declining the Gambit, see Game II.

5. P. to Q. R's 4th (best).

For 5. P. to Q. Kt's 5th, see Variation.

5. P. to Q. R's 4th.

If 5. Q. Kt. takes Q. Kt's P., 6. P. to Q. R's 5th. K. B. to Q. B's 4th. 7. P. to Q. B's 3rd. Q. Kt. to Q. B's 3rd. 8. Castles, and we have again the Gambit attack, with this disadvantage for Black, that his K's B. is shut out from the Q. Kt's 3rd, which is the strongest square he can occupy.

If 5. P. to Q. R's 3rd, 6. P. to Q. B's 3rd, and White has the stronger game.

6. P. to Q. Kt's 5th.	6. Q. Kt. to Q's 5th.
7. K. Kt. takes K's P.	7. Q. to K. B's 3rd.

If 7. Q. to K's 2nd, 8. K. Kt. takes K. B's P. Q. takes K's P. (ch.) 9. K. to K. B's sq. Q. to K. B's 4th

(if 9. Q. Kt. takes Q. B's P., 10. P. to Q's 3rd) 10. K's Kt. takes R., and White has the best game.

8. K. Kt. to K. B's 3rd.	8. Q. Kt. to K's 3rd.
9. P. to K's 5th.	9. Q. to K. Kt's 3rd.
10. Castles.	

and White has the better game, having nothing to fear from

10. Q. Kt. to K. B's 5th.

Variation on White's 5th move.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. to Q. Kt's 3rd.
5. P. to Q. Kt's 5th.	

This move is justly condemned in both the German and English Handbooks, it requires some care, however, on the part of Black in answering it.

	5. Q. Kt. to Q. R's 4th.
6. K. Kt. takes K's P.	6. Q. to K. B's 3rd (best.)
7. K. B. takes K. B's P. (ch.)	7. K. to K. B's sq.

This is his only move to secure the advantage.

If 7. K. to Q's sq. 8. P. to Q's 4th. P. to Q's 3rd. 9. K. B. takes K's Kt. K's R. takes B.
10. Q. B. to K. Kt's 5th., and wins.

If 7. K. to K's 2nd. 8. P. to Q's 4th. P. to Q's 3rd. 9. Q. B. to Q. R's 3rd. K. Kt. to K. R's 3rd.
10. K. B. to Q. Kt's 3rd, and White has the advantage.

8. P. to Q's 4th.	8. P. to Q's 3rd.
9. Q. B. to Q. R's 3rd.	9. K. Kt. to K's 2nd.
10. P. to K. B's 4th.	10. Q's P. takes Kt.
11. Q's P. takes P.	11. Q. takes K. B's P.

If 11. Q takes K's B. 12. Q. to Q's 8th (ch.) Q. to Q's sq. 13. Q's B. takes Kt. (ch.) K. to K. B's 2nd.
14. Q. takes Q. (ch.) K. takes Q. 15. Q. B. to Q. Kt's 4th, and the game is about even.

12. K. R. to K. B's sq.	12. Q. takes K's P. (ch.)
13. Q. to K's 2nd.	13. Q. takes Q. (ch.)
14. K. takes Q.	14. P. to K. Kt's 3rd (best)

15. K. B. to Q. Kt's 3rd (dis. ch., best.)

The "Handbuch" gives 15. $\frac{\text{K B takes K Kt's P.}}{\text{K to K Kt's 2nd.}}$, and Black remains with the better game having a Piece against three Pawns. The move in the text will at least enable White to draw the game.

16. K. to K's sq.

17. K. B. to K. B's 7th (ch.)

and draws, for if 17. $\frac{\text{K to Q's sq.}}{}$ 18. $\frac{\text{R to Q's sq (ch.)}}{}$, and White must win another Piece and have a good game besides.

GAME THE SECOND.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. P. to Q's 4th.
5. K. P. takes P.	5. Q. Kt. takes Q. Kt's P.

White may also play 5. $\frac{\text{K's B. takes P}}{\text{Q's Kt takes P.}}$ 6. $\frac{\text{K B to Q Kt's 3rd.}}{\text{K. Kt to K B's 3rd}}$ 7. $\frac{\text{Q. to K's 2nd.}}{\text{Castles.}}$ Even game.

6. K. Kt. takes K's P. or (A.)	6. Q. Kt. takes Q's P.
7. P. to Q's 4th.	

(Instead of 7. $\frac{\text{P to Q's 4th}}{}$, I believe that White may obtain a fine game by 7. $\frac{\text{K. B. to Q Kt's 5th (ch)}}{}$ See Variation.)

7. K. B. to Q. Kt's 5th (ch.)

If the Bishop retreat, White may give check with his Bishop, and should the Q. B's P. interpose he can safely take it with his Knight.

8. Q. B. to Q's 2nd.

(If 8. P. to Q B's 3rd / Q Kt. takes P. 9. B takes K B's P. (ch) / K to B's sq 10. Q to Q Kt's 3rd / Q takes Q P., and White has I think an inferior game to his opponent.)

	8. B. takes B. (ch.)
9. Q's Kt. takes B.	9. B. to K's 3rd.

Even game.

(Variation, beginning at White's 7th Move.)

WHITE.	BLACK.
7. K. B. to Q. Kt's 5th (ch.)	7. P. to Q. B's 3rd.
8. K. Kt. takes Q. B's P.	8. Q. to Q. Kt's 3rd.

(If instead of so playing he takes the K. B's P. the probable continuation is 8. B takes K B's P. (ch) 9. K. takes B. / Q to Q Kt's 3rd. (ch) (If 9. Q to K. B's 3rd (ch), 10. Q. to K B's 3rd, &c.) (If 9. Q to K R's 5th (ch), 10. P to K Kt's 3rd, &c.) 10. K Kt to Q's 4th (ch) / K. to Q's sq. 11. Q B to Q Kt's 2nd, and White has gained a clear Piece. At move 8, should he play 8. Q to K B's 3rd, the best reply is 9. Kt to K's 5th (dis ch), &c.)

9. Q. to K's 2nd (ch.)

(Better I believe than discovering check at once.)

9. K. to B's sq. (best.)

(If 9. Q. B. to K's 3rd, 10. Kt to Q Kt's 4th (dis ch), &c.) (If 9. K to Q's 2nd, 10. Kt to Q Kt's 4th (dis ch), &c.)

10. K. Kt. to Q. Kt's 4th.	10. Q. B. to K's 3rd.

(If 10. Q. Kt to K's 2nd, 11. Q Kt to Q's 5th, &c.) (If 10. B. takes K B's P. (ch.), 11. Q takes B. / Q takes B. 12. K's Kt. takes Kt. / Q takes K's Kt. 13. B. to Q. R's 3rd (ch) / Kt to K's 2nd. 14. Castles, and White has a winning superiority.

11. Kt. takes Kt.	11. Q's B. takes Kt.
12. Castles.	12. Q. to K. Kt's 3rd.

(If 12. $\frac{\text{P. to Q. Kt's 3rd}}{}$, 13. $\frac{\text{K. R. to Q's 7th}}{}$, &c.)

14. P. to K. Kt's 3rd.

And White has an excellent position.

(A.)

6. Q. B. to Q. B's 3rd.

A move which looks better for White than it really proves.

6. Q. to Q's 3rd.

7. P. to Q. B's 3rd.

(If 7. $\frac{\text{Q's B. takes Kt.}}{\text{K's B. takes B.}}$, 8. $\frac{\text{P. to Q. B's 3rd}}{\text{K. B. to Q. B's 4th}}$, the game is equal.)

7. Q. Kt. takes Q's P.

(7. $\frac{}{\text{K's B. takes P. (ch)}}$ loses Black a Piece; and if 7. $\frac{}{\text{P. to K's 4th}}$, *then follows* 8. $\frac{\text{P. takes Kt.}}{\text{P. takes Kt.}}$ 9. $\frac{\text{Castles}}{}$, *and White has a manifest* advantage.)

8. Q's B. takes B.	8. Q. takes B.
9. Q. to Q. Kt's 3rd.	9. K. Kt. to K. B's 3rd.
10. Kt. takes K's P.	10. Castles.

And the game is about even.

GAMES

ILLUSTRATIVE OF EVANS' GAMBIT.

GAME I.—Between Messrs. Andersen and Kipping.

WHITE. (Mr. K.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K's B. to Q. R's 4th.
6. Q. to Q. Kt's 3rd.	6. Q to K's 2nd.*
7. Q. B. to Q. R's 3rd.	7. Q. to K. B's 3rd.
8. P. to Q's 4th.	8. K. Kt. to K. R's 3rd.
9. Castles.	9. K. B. to Q. Kt's 3rd.
10. Q. to Q. Kt's 5th.	10. P. to Q. R's 3rd.
11. Q. to Q's 5th.	11. P. to Q's 3rd.
12. P. takes K's P.	12. Q. Kt. takes P.
13. Q. Kt. to Q's 2nd.	13. K. Kt. to Kt's 5th.†
14. P. to K. R's 3rd.	14. K. Kt takes K. B's P.
15. Kt. takes Q's Kt.	15. Q's P. takes Kt.
16. Q. R. to Q Kt's sq.	16. K. B. to K's 6th.
17. K's R. takes Kt.	17. Q takes R. (ch.)
18. K. to R's sq.	18. Q. B. takes K. R's P.
19. P. takes B.‡	19. Q. R. to Q's sq.
20. Q. takes K's P. (ch.)	20. K. to Q's 2nd.
21. R. to K. B's sq.	

Black resigns.

GAME II.—Between the same Players.

WHITE. (Mr. A.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	7. K. B. to Q. Kt's 3rd.

---

* Q. to K. B's 3rd is the correct move.

† Why not have taken the K. Kt., checking, and then have Castled on the K's side? Mr. A., however, throughout plays carelessly.

‡ The position is remarkable, for, exposed to danger as the White King appears, Black has no power to attack him.

8.	Castles.	8.	P. to Q's 3rd.
9.	P. to Q's 5th.	9.	Q. Kt. to K's 2nd.
10.	P. to K's 5th.*	10.	P. takes P.
11.	K's Kt. takes P.	11.	Q. to Q's 3rd.
12.	Q. to K's 2nd.	12.	K. B. to Q's 5th.
13.	Q. B. to K. B's 4th.†	13.	Q. B. to K. B's 4th‡.
14.	B. to K. Kt's 5th (ch.)	14.	P. to Q. B's 3rd.
15.	P. takes P.	15.	Castles.
16.	P. takes Q. Kt's P. (ch.)	16.	K. takes P.
17.	Q. Kt. to Q's 2nd.	17.	K. B. takes K's Kt.
18.	Q's B. takes B.	18.	Q. takes Kt.
19.	K. B. to Q. R's 6th (ch.)§	19.	K. to Q. R's sq.
20.	Q. to K. B's 3rd (ch.)	20.	Kt. to Q's 4th.
21.	Q. R. to Q. Kt's sq.		

And Black surrendered.

GAME III.—Between Messrs. Morphy and De Riviere.

	WHITE. (Mr. M.)		BLACK. (Mr. de R.)
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	K. Kt. to K. B's 3rd.	2.	Q. Kt. to Q. B's 3rd.
3.	K. B. to Q. B's 4th.	3.	K. B. to Q. B's 4th.
4.	P. to Q. Kt's 4th.	4.	K. B. takes Kt's P.
5.	P. to Q. B's 3rd.	5.	K. B. to Q. B's 4th.
6.	Castles.	6.	P. to Q's 3rd.
7.	P. to Q's 4th.	7.	P. takes P.
8.	P. takes P.	8.	K. B. to Q. Kt's 3rd.
9.	P. to Q's 5th.	9.	Q. Kt. to K's 2nd.
10.	P. to K's 5th.	10.	Q. Kt to K. Kt's 3rd.
11.	P. to K's 6th.	11.	P. takes P.
12.	P. takes P.	12.	K. Kt. to K's 2nd.
13.	K. Kt. to Kt's 5th.	13.	Castles.
14.	Q. to K. R's 5th.‖	14.	P. to K. R's 3rd.
15.	K. Kt. to K. B's 7th.	15.	R. takes Kt.
16.	P. takes R. (ch.)	16.	K. to R's 2nd.
17.	K. B. to Q's 3rd.	17.	Q. B. to K's 3rd.
18.	Q. B. to K. Kt's 5th.	18.	Q. B. takes doubled K. B's P.
19.	K. R. to K's sq.	19.	K. to Kt's sq.
20.	Q. B. takes K's Kt.	20.	Kt. takes B.

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* The usual move is Q. B. to Q. Kt's 2nd.

† Very ingenious. If Black takes the Rook White wins easily by first checking at Q. Kt's 5th with his K's Bishop.

‡ B. to Q's 2nd would have been much better.

§ B. to Q. B's 6th checking, would have been still better.

‖ The attack now seems irresistible, but Black manages to repel it very cleverly.

21. Q. to K. Kt's 4th.	21. Q. to K. B's sq.
22. Q. Kt. to Q. B's 3rd.*	22. B. takes K. B's P. (ch.)
23. K. to R's sq.	23. B. takes R.
24. R. takes B.	24. P. to Q's 4th.
25. R. to K. B's sq.	25. R. to Q's sq.
26. Kt. to Q. Kt's 5th.	26. P. to Q. B's 4th.
27. Q. to K. Kt's 3rd.	27. P. to Q. B's 5th.
28. B. to Q. B's 2nd.	28. Kt. to Q. B's 3rd.
29. B. to K. Kt's 6th.	29. R. to Q's 2nd.
30. B. to K. B's 5th.	30. R. to K's 2nd.
31. Kt. to Q's 6th.	31. Q. to Q. Kt's sq.
32. B. to Q. B's 8th.	32. Kt. to Q's sq.
33. B. to K. B's 5th.	33. P. to Q. Kt's 4th.
34. B. to K. Kt's 6th.	34. B. takes B.
35. Kt. to K. B's 5th.	35. Q. takes Q.
36. Kt. takes R. (ch.)	36. K. to R's 2nd.
37. P. takes Q.	37. P. to Q's 5th.
38. Kt. takes B.	38. K. takes Kt.
39. P. to Q. R's 3rd.	39. P. to Q. R's 4th.†
40. K. to Kt's sq.	40. Kt. to Q. B's 3rd.
41. R. to K. B's 8th.	41. P. to Q. B's 6th.
42. R. to Q. B's 8th.	42. Kt. to K's 4th.
43. K. to B's 2nd.	43. Kt. to Q. B's 5th.
44. K. to K's 2nd.	44. P. to Q. B's 7th.

And White resigned.

GAME IV.—Between the same players.

WHITE. (Mr. M.)	BLACK. (Mr. de R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. Castles	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q. Kt. to Q. B's 3rd.	9. K. Kt. to K. B's 3rd.‡
10. P. to K's 5th.	10. P. to Q's 4th.
11. P. takes Kt.	11. P. takes B.

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* Overlooking, apparently, the somewhat obvious purpose of Black's last move.

† These are terrible Pawns now.

‡ The best move for Black at this point is Q. B. to K. Kt's 5th. For further exemplification of the ill effects of K. Kt. to K. B's 3rd, see "Handbook," p. 139.

12. P. takes K. Kt's P.	12. K. R. to K. Kt's sq.
13. K. R. to K's sq. (ch.)	13. Q. B. to K's 3rd.
14. P. to Q's 5th.	14. Q. to K. B's 3rd.
15. Q. B. to K. Kt's 5th.	15. Q. takes Q's Kt.
16. P. takes B.	16. Q. to Q's 6th.
17. P. takes P. (double ch.)	17. K. takes P.
18. R. to K's 7th (ch.)	18. K. to Kt's 3rd.
19. Q. to K's sq.	19. Q. to Q's 4th.
20. Q. R. to Q's sq.	20. Kt. to Q's 5th.
21. Q. R. takes Kt.	21. B. takes R.
22. Q. to Q. Kt's sq. (ch.)	

And Black surrendered.

GAME V.—Between Messrs. Perigal and Spreckley.

WHITE. (Mr. P.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Q. to Q. Kt's 3rd.	8. Q. to K's 2nd.
9. P. to K's 5th.*	9. P. takes K's P.
10. R. to K's sq.	10. B. to Q. Kt's 3rd.
11. Q. B. to Q. R's 3rd.	11. Q. to K. B's 3rd.
12. Kt. takes K. P.	12. Kt. takes Kt.
13. B. takes K. B's P. (ch.)	13. K. to Q's sq.
14. Q. to Q's 5th (ch.)	14. B. to Q's 2nd.
15. R. takes Kt.	15. P. to Q. B's 3rd.
16. R. to K's 8th (ch.)	16. K. to B's 2nd.
17. Q. to Q's 6th (ch.)	17. Q. takes Q.
18. B. takes Q. (ch.)	18. K. takes B.
19. R. takes Q's R.†	19. B. to K's 3rd.
20. B. takes. B.	20. K. takes B.
21. Kt. to Q's 2nd.	21. P. takes P.
22. Kt. to K's 4th.	22. B. to Q's 5th.
23. R. to Q. B's sq.	23. P. to K. Kt's 3rd.
24. Kt. takes P.	24. Kt. to K's 2nd.
25. R. takes R.	25. B. takes R.

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* This mode of pursuing the attack in the "Evans' Gambit" has been very fully and ably exemplified in a series of articles by Mr. Waller of Dublin. (See "Chess Player's Companion," p. 219.)

† Up to this point the moves on each side are nearly the same as those given by Mr. Waller in his analysis.

26. K. to B's sq.	26. P. to K. R's 3rd.
27. Kt. to K's 4th.	27. P. to Q. Kt's 3rd.
28. P. to K. Kt's 4th.	28. P. to Q. B's 4th.
29. R. to K's sq.	29. K. to Q's 2nd.
30. K. to K's 2nd.	30. Kt. to Q's 4th.
31. P. to Q. R's 4th.	31. K. to Q. B's 3rd.
32. K. to Q's 3rd.	32. P. to Q. Kt's 4th.
33. P. takes P. (ch.)	33. K. takes P.
34. Kt. to Q's 6th (ch.)	34. K. to Q. B's 3rd.
35. Kt. to K. B's 7th.	35. B. to Kt's 2nd.
36. Kt. to K's 5th (ch.)	36. K. to Kt's 4th.
37. Kt. takes P.	37. P. to Q. R's 4th.
38. P. to K. B's 4th.	38. P. to Q. R's 5th.
39. K. to Q. B's 2nd.	39. Kt. to Kt's 5th (ch.)
40. K. to Kt's sq.	40. B. to Q's 5th.
41. P. to K. R's 4th.	41. P. to Q. R's 6th
42. R. to K's 2nd.	42. K. to B's 5th.
43. Kt. to K's 5th (ch.)	43. K. to Kt's 6th.
44. P. to K. Kt's 5th.	44. P. to Q. R's 7th (ch.)
45. R. takes P.	45. Kt. takes R.
46. P. takes P.	

And Black gave mate in two moves.*

Game VI.—Between Messrs. Kieseritzky and Journou.

WHITE. (Mr. J.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q's 3rd.
6. P. to Q's 4th.	6. Q. to K's 2nd.
7. Castles.	7. K. Kt. to K. B's 3rd.
8. K's Kt. to his 5th.	8. Castles.
9. P. to K. B's 4th.	9. P. takes K. B's P.
10. P. to K's 5th.	10. B. takes P.
11. Q. P. takes B.	11. Q. Kt. takes P.
12. K. R. takes P.	12. Q. to Q. B's 4th (ch.)
13. Q. to her 4th.	13. Q. takes Q.
14. K. R. takes Q.	14. P. to Q. B's 4th.
15. K. R. to K. B's 4th.	15. P. to Q's 4th.
16. K. B. to K's 2nd.	16. P. to K. R's 3rd.
17. K. Kt. to K. B's 3rd.	17. Q. Kt. to K. Kt's 3rd.

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* The termination of this game is a beautiful and instructive lesson. On Mr. Perigal's side the play could hardly be improved.

18. R. takes K's Kt.	18. P. takes R.
19. Q's B. takes P.	19. K. R. to K's sq.
20. K. to B's 2nd.	20. B. to K. Kt's 5th.
21. Q. Kt. to Q's 2nd.	21. K. R. to K's 3rd.
22. K. Kt. to Q's 4th.*	22. B. takes B.
23. Kt. takes R.	23. P. takes Kt.
24. K. takes B.	24. P. to K's 4th.
25. P. to Q. B's 4th.†	25. P. to Q's 5th.
26. Kt. to K's 4th.	26. K. to B's 2nd.
27. P. to K. Kt's 4th.	27. R. to K. R's sq.
28. P. to K. Kt's 5th.	28. P. takes P.
29. Kt. takes P. (ch.)	29. K. to his 2nd.
30. B. to K. Kt's 7th.	30. R. takes P. (ch.)
31. K. to Q's 3rd.	31. R. to K. Kt's 7th.
32. B. to K. R's 6th.	32. P. to Q. Kt's 3rd.
33. Kt. to K's 4th.	33. R. to K. Kt's 5th.
34. R. to K. B's sq.	34. Kt. to K. B's 5th (ch.)
35. B. takes Kt.	35. P. takes B.
36. P. to Q. R's 4th.	36. K. to his 3rd.
37. P. to Q. R's 5th.‡	37. R. to K. R's 5th.
38. P. takes P.	38. P. takes P.
39. R. to Q. Kt's sq.	39. R. to K. R's 6th (ch.)
40. K. to Q's 2nd.	40. K. to his 4th.
41. Kt. to K. B's 2nd.	41. R. to K. R's 7th.
42. K. to K's 2nd.	42. P. to Q's 6th (ch.)
43. K. to B's 3rd.	43. K. to Q's 5th.
44. R. to Q's sq.	44. K. takes P.
45. Kt. to K. Kt's 4th.	45. R. to K. R's 6th (ch.)
46. K. takes P.	46. K. to Q's 5th.
47. R. to Q. Kt's sq.	47. K. to Q. B's 6th.
48. R. to Q's sq.	48. P. to Q's 7th.§
49. Kt. to K. B's 2nd.	49. R. to K. R's 5th (ch.)
50. K. to his 3rd.	50. R. to Q's 5th.
51. R. takes P.	51. R. takes R.
52. Kt. to K's 4th (ch.)	52. K. to B's 7th.
53. Kt. takes R.	53. P. to Q. Kt's 4th.
54. Kt. to K's 4th.	

The game was declared a drawn battle.

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* By this ingenious *coup*, which was evidently unforeseen by Black, M. Journoud wins the exchange.

† The best move to *compre*, or weaken Black's centre, but it would perhaps have been more prudent to retreat the Bishop to K's 3rd, or play P. to K. R's 3rd beforehand.

‡ Ingenious and quite sound.

§ In Black's place I should now have preferred playing R. to K. R's 5th, with the object of exchanging the Rook for the Kt., and then depending on the Pawns and King to win against the adverse Rook. I doubt in that case the possibility of White's saving the game.

GAME VII.—Between Messrs. Lowenthal and Barnes against Messrs. Staunton and Owen.

WHITE. (Messrs. S. and O.)	BLACK. (Messrs. L. and B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. Q. to Q. Kt. 3rd.	8. Q. to K. B's 3rd.
9. P. takes P.	9. K. B. to Q. Kt's 3rd.
10. K. B. to Q. Kt's 5th.	10. Q. B. to Q's 2nd.
11. P. to K's 5th.	11. P. takes P.
12. K. R. to K's sq.*	12. K. Kt. to K's 2nd.
13. P. takes P.	13. Q. to K. Kt's 3rd.
14. K. B. to Q's 3rd.	14. Q. to K. R's 4th.
15. K. R. to K's 4th.	15. K. Kt. to Kt's 3rd.†
16. Q. Kt. to Q's 2nd.	16. Q. B. to K's 3rd.
17. Q. to Q. R's 4th.‡	17. Q. B. to Q's 4th.
18. K. R. to K. Kt's 4th.§	18. P. to K. R's 3rd.
19. K. R. takes Kt.‖	19. Q. B. takes Kt.¶
20. Kt. takes B.	20. P. takes R.
21. P. to K. Kt's 4th.	21. Q. to K. R's 6th.
22. K. B. takes K. Kt's P. (ch.)**	22. K. to Q's sq.

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* This appears for a moment to give Black time, but the Rook played thus, materially strengthens the attack, and he will be found playing an important part as the contest deepens.

† Q Bishop to K. B's 4th would perhaps have been better.

‡ Threatening to win a piece by playing P. to K. Kt's 4th. The game from this moment abounds with critical and interesting situations.

§ Their adversaries were of opinion that if Messrs. S. and O. had now thrown up the K. Kt's Pawn, they would have won the Black Queen. This, however, was a mistake. The Queen could have escaped, as I will show. Suppose

18. P. to K. Kt's 4th.	18. Q. to K. R's 3rd.
19. Q. Kt. to Q. B's 4th.	19. Q. to K. R's 6th, &c., &c.

‖ Quite sound; and very unexpected I should fancy by Messrs. L. and B.

¶ Had they taken the Rook their Queen was lost, *e.g.*,—

	19. P. takes R.
20. P. to K. Kt's 4th.	20. Q. to K. R's 6th.
21. K's B. to his sq., &c.	

** Q. to K's 4th first presented itself as a crushing move, but was soon found to be useless; since, in reply, Black might Castle on the Queen's side and relieve themselves of all their embarrassment.

23. Q. to K. B's 4th.	23. Kt. to K's 2nd.
24. K. B. to K. B's 7th.*	24. K. to Q. B's sq.†
25. Q. B. to Q. R's 3rd.	25. Kt. to Q. B's 3rd.
26. Q. B. to K. B's 8th.‡	26. Kt. to Q's sq.
27. Q. B. takes K. Kt's P	27. Kt. takes K's B
28. B. takes K's R.	28. Kt. takes B.
29. Q. to K. B's 5th (ch.)	29. K. to Q's sq.
30. Q. to K. B's 6th (ch.)	30. K. to K's sq.
31. Q. takes Kt. (ch.)	

And, after a move or two more, Black surrendered.

GAME VIII.—Between Mr. Silas Angas and Mr P. W Humble.

WHITE. (Mr. A.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q. Kt. to Q B's 3rd.§	9. K. Kt. to K. B's 3rd.
10. P. to K's 5th.	10. P. takes P.
11. B. to Q. R's 3rd.	11. Q's Kt. takes P.

---

* Very troublesome for Black as it prevents their anticipated move of Kt. to Q's 4th, and renders the advance of the K. R's P. dangerous, if not fatal.

† Had they played the obvious *coup*—K. R. to K. B's sq.—the game would most likely have proceeded in this way :

	24. K. R. to K. B's sq.
25. Q. B. to Q. R's 3rd.	25. R. takes K's B.
26. Q. takes R.	26. Q. takes K. Kt's P. (ch.)
27. K. to R's sq.	

And Black cannot save themselves.

‡ An important move. Not simply because it shut in the adverse K's Rook inextricably, but because it rendered the step Black relied on for extricating their Queen—*Kt. to Q's 5th*—unavailing. If instead of it they had played R. to Q's sq. Black would have answered with Kt. to Q's 5th, and have released their long-imprisoned Queen.

§ This move is not so frequently played at the present stage as it deserves. The student will find its power well exemplified in the present game, and in one played by Messrs. Perigal and Pulling consulting against Mr. Popert, "The Handbook," p. 139.

12. K. Kt. takes K's P.	12. Q. B. to K's 3rd.
13. R. to K's sq.	13. P. to Q. B's 4th.
14. Q. to Q. R's 4th (ch.)	14. K. Kt. to Q's 2nd.
15. Kt. takes K. B's P.*	15. K. takes Kt.
16. R. takes B.†	16. Kt. takes R.
17. K. R. to Q's sq.	17. Q. to K's sq.‡
18. R. takes Kt. (ch.)	18. K. to B's sq.
19. Kt. to Q's 5th.	19. Kt. to Q's 5th.§
20. Kt. to K's 3rd.	20. Kt. to K's 3rd.
21. Q. B. to Kt's 2nd	21. K. R. to Kt's sq.
22. Kt. to K. B's 5th.	22. Q. to K. Kt's 3rd.
23. Q. B. to K's 5th.‖	23. B. to Q. B's 2nd.¶
24. B. takes B.**	24. Kt. takes B.
25. B. takes K's R.	25. Q. takes Kt.
26. R. to B's 7th (ch.)	26. Q. takes R.
27. B. takes Q.	

And Black surrendered.

Game IX.—Between Messrs. Spreckley and Mongredien.

WHITE. (Mr. S.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Q. to Q. Kt's 3rd.	8. Q. to K. B's 3rd.
9. P. takes P.	9. B. to Q. Kt's 3rd.
10. P. to K's 5th.	10. Q. to K. Kt's 3rd.
11. Kt. to K. Kt's 5th.††	11. Kt. to K. R's 3rd.
12. P. takes P.	12. P. takes P.
13. R. to K's sq. (ch.)	13. K. to B's sq.
14. Q. Kt. to Q. B's 3rd.	14. B. takes Q's P.
15. Q. Kt. to Q's 5th.	15. Q. Kt. to K's 4th.

---

* The attack is capitally kept up.

† Much better than taking with the Bishop.

‡ He seems to have nothing better to do.

§ R. to Q's sq. would have cost him a clear Piece. By this move he threatens to give mate in three moves.

‖ Threatening a fatal check at Q's 6th.

¶ The only saving clause.

** R. takes B. appears to me still better.

†† The attack in this game is commenced and carried on for some time with great spirit and ingenuity by Mr. Spreckley.

16. Q. Kt. to K. B's 4th.	16. Q to K. B's 4th.
17. B. to K's 6th.*	17. Q. takes K's Kt.†
18. B. takes Q's B.	18. Q. to K's 2nd.‡
19. Q. B. to K's 3rd.§	19. B. takes B.‖
20. B. takes Q. Kt's P.	20. Q. R. to Q. Kt's sq.
21. Q. takes B.	21. Q. takes B.
22. Kt. to K. R's 5th.	22. K. Kt. to K. B's 4th.
23. Q. to K. B's 4th.	23. P. to K. Kt's 3rd.
24. Q. R. to Q's sq.	24. Q. to Q. Kt's 5th.¶
25. K. R. to K's 4th.	25. Q. to Q Kt's 8th.**
26. K. R. to K's sq.	26. Q. takes Q. R's P.
27. R takes Kt †††	27. Q's P. takes R.
28. Q. takes P.	28. Q. to Q. Kt's 7th.‡‡

The game was carried on a few moves more, when White resigned.

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* A very clever and a very forcible move.

† If he had taken the Bishop, the following is a probable continuation—

	17. Q. B. takes B.
18. Kt. takes B. (ch.)	18. P. takes Kt.
19. Kt. takes P. (ch.)	19. K. to his 2nd (best).
20. Kt. takes B.	

And White must win.

‡ It is tolerably evident that if he had taken the Q's R. with his Bishop, or the Bishop with his Rook, he would have lost his Queen.

§ Apprehensive of Black's taking his K. B's P.

‖ Suppose,

	19. B. takes Q's R.
20. Kt. to Q's 5th.	20. Q. to her sq.
21. B. takes Q. Kt's P.	

(White may also withdraw his Bishop to K. R's 3rd, and have the advantage.)

	21. Q. R. to Q. Kt's sq.
22. R. takes B.	

And White from the greater freedom of his Pieces, has the better game.

¶ Black is now beginning to retort the attack upon his adversary.

** Having freed himself from the trammels of his bad opening, Mr. Mongredien plays the termination with remarkable vigour.

†† We should have preferred taking the Q's P. with the Q's R.

‡‡ A capital *coup*, protecting every point, and leaving the enemy without a chance of rallying.

GAME X.—Played by Consultation, the combatants on one side being Sir John Blunden, Herr Lowenthal, and Mr. Kipping; and, on the other side, Messrs. Staunton, De Riviere (Hon. Sec. of the Paris Cercle des Échecs), and Kylman.

WHITE. (Messrs. S., De R., and K.)	BLACK. (Messrs. L., K., and Sir J. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K B. to Q. B's 4th.
4. P. to Q Kt's 4th.	4. K B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Q. to Q. Kt's 3rd.	7. Q. to K's 2nd.
8. Castles.	8. B. to Q. Kt's 3rd.
9. B. to Q. R's 3rd.	9. Q. to K. B's 3rd.
10. P. to K's 5th.	10. Q. to K. Kt's 3rd.
11. P. takes P.	11. Kt. takes Q's P.
12. Kt. takes Kt.	12. B. takes Kt.
13. Kt. to Q. B's 3rd.	13. B. takes Kt.*
14. Q. takes B.	14. K. Kt to K's 2nd.
15. Q. R. to Q's sq.	15. P. to Q. Kt's 3rd.
16. K. R. to K's sq.†	16. B. to Q. Kt's 2nd.‡
17. P. to K. B's 3rd.	17. Kt. to Q. B's 3rd.§

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* Had they taken the King's Pawn, then would have followed on White's part, Q. R. to K's sq. P. to K. B's 4th, &c.

† This move was evidently unadvised. Instead of it they might have ventured the more attacking play of P. to K's 6th, the probable result of which it may be instructive to seek. Let us then suppose—

16. P. to K's 6th.	16. B. P. takes P. (best.)
17. K. B. takes P.	17. Q. P. takes B. (best.)
18. B. takes Kt.	18. K. takes B.

(It should be remarked that if White, instead of taking off the Kt. here, take the Q. B's P. with the Queen, Black may Castle, and come out of his difficulties with little, if any, inferiority of situation.)

19. Q. takes Q. B's P. (ch.)	19. K. to B's 3rd.
20. Q. R. to Q's 4th.	20. P. to K. R's 4th. (best.)
21. Q. R. to K. B's 4th. (ch.)	21. K. to K. Kt.'s 4th.
22. Q. to Q. B's sq.	

And surely White ought to win without much trouble.

‡ By this counter attack Black gain invaluable time.

§ This appeared an agreeable surprise to White, as they had pre-

18. B. to Q's 3rd.*	18. Q. to K. R's 3rd.
19. B. to Q. B's sq.	19. Q. to K. R's 5th.
20. K. R. to K's 4th.	20. Q. to K. R's 4th.
21. P. to K. Kt's 4th.	21. Q. to K. R's 5th.
22. P. to K's 6th.†	22. K. B's P. takes P.‡
23. Q. takes K. Kt's P.	23. Castles (on Q's side).
24. B. to K. Kt's 5th.	24. Q. to K. R's 6th.
25. B. takes Q's R.	25. R. takes B.§
26. Q. to K. B's 6th.‖	26. R. to K. Kt's sq.
27. B. to K. B's sq.	27. Q. to K. R's 4th.
28. Q. R. takes Q's P.¶	28. Q. to Q. B's 4th (ch.)**
29. K. to K. R's sq.††	29. Kt. to Q's sq.

viously seen the danger of 16 K. R. to K's sq. was, that it afforded Black an opportunity of throwing forward their Pawn to Q. B's 4th, and thus paralysing the action of the White Q's Bishop. There can be no doubt that P. to Q. B's 4th would have been a much better line of defence.

* It was suggested afterwards, with much show of truth, that White would have done well at this instant by taking the Q's Pawn with the Q's Rook. Had they done so, the following is a likely continuation :—

18. Q. R. takes Q. P.	18. K. takes R.
19. B. takes K. B's P.	19. Q. takes B.
20. P. to K's 6th. (ch.)	20. Q. takes P.
21. Q. takes K. Kt.'s P. (ch.)	

And we don't see how Black can avert defeat.

† This will be found, upon analysis, I think, to be preferable to the obvious move of P. to K. Kt.'s 5th; and, indeed, to any other move at White's command.

‡ Had they taken now with the Queen's Pawn, White's best course probably would have been to play K. B. to Q. Kt.'s 5th, which would have gained them a Piece at least.

§ Instead of so playing, they might have taken the K. B's Pawn, which would probably have led to the following variation :—

	25. Q. takes K. B's P.
26. B. to K. R's 4th.	26. Q. takes Q. R. (ch.)
27. K. R. to K's sq.	

And White must win.

‖ Threatening to win the adverse Queen by B. to K. B's sq.

¶ This is an excellent *coup*, as unexpected too, as it is clever.

** If they had taken the proffered Rook at this moment it would have cost them their Queen.

†† It was anything but indifferent whether they moved thus, or K. to Kt.'s 2nd, as the reader will find on attentively examining the position.

30. K. R. to Q. B's 4th.
31. R. takes Q.
32. K. to Kt's sq.
33. P. to Q. R's 3rd.
34. B. to Q. Kt's 5th.
35. B. to Q. R's 4th.
36. P. to K. B's 4th.
37. P. to K. B's 5th.
38. Q. to K. Kt's 7th.

30. K. takes R.*
31. P. takes R.
32. B. to Q's 4th.
33. Kt. to Q. B's 3rd.
34. R. to Q. Kt's sq.
35. K. to Q's 3rd.
36. P. to Q. B's 5th.
37. K. to Q. B's 4th.

And Black struck their colours.

GAME XI.—Between Messrs. Harrwitz and Boden. Mr. H. playing without the Board.

WHITE. (Mr. H.)	BLACK. (Mr. B.)
1. P. to. K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q's Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. P. to Q's 5th.	9. Q. Kt. to K's 2nd.
10. P. to K's 5th.	10. Q. B. to K. Kt's 5th.
11. Q. B. to Q. Kt's 2nd.	11. K. Kt. to K. R's 3rd.
12. P. takes Q's P.	12. Q. takes P.
13. B. takes K. Kt's P.	13. R. to K. Kt's sq.
14. B. to Q. Kt's 2nd.	14. Castles.
15. Q. Kt. to Q. B's 3rd.	15. Q. B. to K. R's 6th.
16. K. Kt. to K's sq.	16. K. Kt. to his 5th.
17. K. Kt. to K. B's 3rd.	17. K. Kt. takes K. R's P.
18. K. Kt. to K's sq.	18. R. takes P. (ch.)
19. Kt. takes R.	19. Q. to K. Kt's 6th.

And Black wins.

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* If they had played the natural move of Q. to K. B's 7th, the game would have proceeded thus :—

	30. Q. to K. B's 7th.
31. K. R. takes Q. B's P. (ch.)	31. K. to Q. Kt.'s sq.
32. Q. R. takes Kt. (ch.)	32. K. takes K. R.
33. Q. to K's 7th. (ch.)	33. K. to Q. B's 3rd.
34. Q. Mates.	

GAME XII.—Between Messrs. Harrwitz and Slous.

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Q. Kt's P.
5. P. to Q B's 3rd.	5. K. B. to Q. R's 4th.
6. Castles.	6. K. Kt. to K. B's 3rd.
7. P. to Qs 4th.	7. Castles.
8. P. takes P.	8. K. Kt takes K's P.
9. Q. to Q's 3rd.*	9. K. Kt. to Q. B's 4th.
10. Q. to Q's 5th.	10. K. Kt. to K's 3rd.
11. Q B. to Q. R's 3rd	11. K. R. to K's sq.
12. K. to R's sq.	12. K. B. to Q. Kt's 3rd.
13. Q. Kt, to Q's 2nd.†	13. Q. Kt. to K's 2nd.
14. Q. to K's 4th.	14. Q. Kt. to K. Kt's 3rd.
15. Q. R. to Q's sq.	15. K. B. to Q. B's 4th.
16. K. B. takes K. Kt.	16. K. B. takes Q's B.
17. B. to Q. Kt's 3rd.	17. P. to Q. B's 3rd.
18. Q. to Q. R's 4th.	18. K. B. to Q. B's 4th.
19. B. takes K. B's P. (ch.)‡	19. K. takes B.
20. Q. to Q. B's 4th. (ch.)	20. K. to B's sq.
21. Q. takes B. (ch.)	21. K. to Kt's sq.
22. Q. Kt. to Q. B's 4th.	22. P. to Q. Kt's 3rd.
23. Q. to Q. R's 3rd.§	23. P. to Q. B's 4th.
24. Q. Kt. to Q's 6th.	24. K. R. to K's 3rd.
25. Q. to Q. Kt's 3rd.	25. B. to Q. R's 3rd.
26. K. R. to K's sq.	26. Q to K's 2nd.
27. Q. to Q's 5th.	27. Q. R. to K. B's sq.
28. P to K. Kt's 3rd.	28. K. to R's sq.
29. P. to Q. B's 4th.	29. Q. to Q's sq.
30. K. to Kt's 2nd.	30. Q. to Q. B's 2nd.
31. K. Kt. to Kt's 5th.	31. K. R. to K's 2nd.
32. K. Kt. to B's 7th (ch.)	32. Q. R. takes Kt.
33. Kt. takes R. (ch.)	33. R. takes Kt.
34. Q. takes R.	34. B. to Q. Kt's 2nd (ch.)
35. P. to K. B's 3rd.	35. Q. to Q. B's sq.
36. R. takes Q's P.	36. B. takes P. (ch.)
37. Q. takes B.	

And Black resigns.

---

* This is preferable to playing the Q. to Q. B's 2nd.

† Contrast the freedom and advantageous disposition of White's forces with the utter helplessness of his adversary's.

‡ Q. Kt. to K's 4th before taking the K. B's P. would have been still better.

§ Very well played. Effectually preventing the adverse Bishop from leaving his quarters at present.

Game XIII.—Between Messrs. Anderssen and Mayet.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B to Q. B's 4th.	3. K. B. to Q B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. *takes* P.
7. Castles.	7. P. takes P.
8. Q. to her Kt's 3rd.	8. Q. to K. B's 3rd.*
9. P. to K's 5th.	9. Q. to K. Kt's 3rd.
10. Q. Kt. takes P.	10. K. Kt. to K's 2nd.
11. Q. Kt. to K's 2nd.	11. B. to Q. Kt's 3rd.
12. B. to Q. R's 3rd.†	12. Castles.
13. Q. R. *to* Q's *sq.*	13. K. R. to K's *sq.*‡
14. K. Kt. to K. R's 4th.§	14. Q. to K. R's 4th.
15. Q. Kt. to K. Kt's 3rd.	15. Q. takes Kt.
16. B. takes K. B's P. (ch.)	16. K. *to* B's *sq.*
17. B. takes R.	17. K. takes B.
18. K. R. to K's sq.	18. Q. to K. B's 5th.
19. K. R. to K's 4th.	19. Q. to K. B's 2nd.
20. Q. to Q B's 2nd.	20. Q. Kt. to Q's sq.
21. Q. R to Q's 3rd.	21. Q. Kt. to K's 3rd.
22. Q. R. to K. B's 3rd.	22. Q. to K. Kt's 3rd.
23. Q. to Q. Kt's 3rd.	23. P. to Q. B's 4th.‖
24. P. to K. R's 4th.	24. P. to K. R's 4th.
25. K. to R's 2nd.	25. B. to Q. B's 2nd.
26. Q. R. *to* Q's 3rd.	26. P. *to* Q. Kt's 3rd.

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* If Q. to K's 2nd, the following is a probable variation—

	8. Q to K's 2nd.
9. Q. Kt. takes P.	9. B. takes Kt.
10. Q. takes B.	10. Kt. to K. B's 3rd.
11. P. to K's 5th.	11. K. Kt. to K's 5th.
12. Q. to Q. B's 2nd.	12. K. Kt. to Q. B's 4th.
13. Q. B. to K. Kt's 5th.	13. Q. to K. B's sq.
14. K. R. to K's sq.	14. K. Kt. to K's 3rd.
15. Q. R. *to* Q's *sq.*	15. P. *to* K. R's 3rd.
16. Q. B. to K. R's 4th.	16. Q. to Q. B's 4th.
17. K. R. to K's 4th.	

And White has a manifest advantage.

† Q's Kt. *to* K. B's 4th would have been still more embarrassing to Black.

‡ Q's Kt. to Q. R's 4th looks preferable.

§ B. to Q's 3rd would have been better play.

‖ It is evident that if Black had attacked the Rooks, by playing Kt. to K. Kt's 4th, he would have been mated in two moves.

27. Q. R. to Q. B's 3rd.	27. Q. B. to Q. Kt's 2nd.
28. K. R. to K's sq.	28. K. Kt. to K. B's 4th.
29. P. to K. B's 4th.	29. Q. to K. Kt's 5th.
30. K. to Kt's sq.	30. Kt. takes K. R's P.
31. K. R. to Q's sq.	31. Q. B. to Q. B's 3rd.
32. K. R. to K. B's sq.	32. K. to K's 2nd.
33. K. R. to K. B's 2nd.	33. R. to K. B's sq.
34. Kt. to K. B's sq.	34. Kt. to Q's 5th.

And White surrenders.

GAME XIV.—Between Messrs. Anderssen and Lowenthal.

WHITE. (Mr. A.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. P. to K. R's 3rd.	9. K. Kt. to K. B's 3rd.
10. Q. Kt. to Q. B's 3rd.	10. Castles.
11. Q. B. to K. Kt's 5th.	11. P. to K. R's 3rd.
12. Q. B. to K. R's 4th.	12. P. to K. Kt's 4th.
13. K. Kt. takes P.*	13. P. takes Kt.
14. B. takes P.	14. B. takes Q's P.
15. Kt. to Q's 5th.	15. Q. B. to K's 3rd.
16. Q. R. to Q. Kt's sq.	16. Q R. to Q. Kt's sq.
17. Q. R. to Q. Kt's 3rd.†	17. K. to K. R's 2nd.
18. Q. B. takes Kt.	18. B. takes B.
19. Q. to K. R's 5th (ch.)	19. K. to Kt's sq.
20. Q. R. checks.	

And Black resigns.

GAME XV.—Between Messrs. Szen and Réeséy.

WHITE. (Mr. S.)	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.

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* Finely conceived, and accurately calculated to the final *coup*.
† Well played. The attack is now irresistible.

5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. P. to K. R's 3rd.	9. K. Kt. to K. B's 3rd.
10. Q. Kt. to Q. B's 3rd.	10. P. to K. R's 3rd.
11. P. to K's 5th.	11. P. takes P.
12. Q. B. to Q. R's 3rd.	12. Q. Kt. to Q. R's 4th.
13. K. R. to K's sq.	13. Q. Kt. takes K's B.
14. Q. to her R's 4th (ch.)	14. P. to Q. B's 3rd.
15. Q. takes Q's Kt.	15. Q. B. to K's 3rd.
16. K. R. takes K's P.	16. Q. to her 2nd.*
17. K. R. takes Q's B, (ch.)†	17. P. takes R.
18. K. Kt to K's 5th.	18. Q. to her B's sq.
19. R. to K's sq.	19. Kt. to Q's 4th.‡
20. Q. Kt. takes Kt.	20. K's P. takes Kt.§
21. Kt takes Q. B's P. (dis. ch.)	21. K. to his B's 2nd.
22. Q. takes Q's P. (ch)	22. K. to his B's 3rd.
23. Q. to K. B's 3rd (ch.)	23. Q. to K. B's 4th.
24. B. to K's 7th (ch.)	24. K. to his Kt's 3rd.
25. Kt. to K's 5th (ch.)	

And Black resigns.

GAME XVI.—Between Messrs. Anderssen and Dufresne.

WHITE. (Mr. A.)	BLACK. (Mr. D.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 6th.‖

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* This is not good, but he has no move on the board which is.

† *Correctly played. Any other course would have afforded Black* time.

‡ It is almost immaterial what he plays. The game has long been passed redemption.

§ Had he taken with the other Pawn, it would have involved the immediate loss of his Queen or mate in three moves.

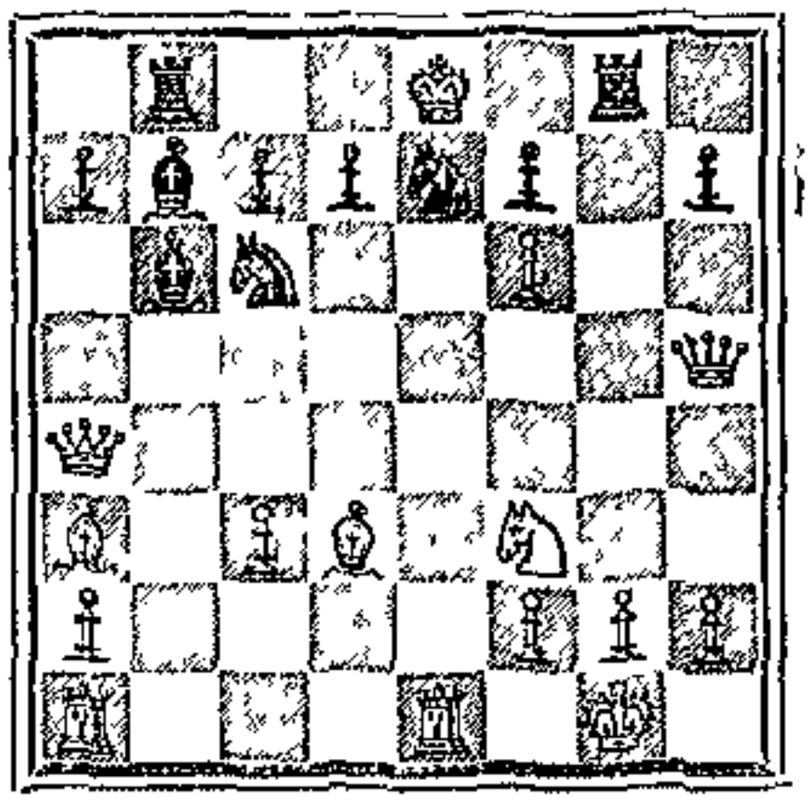
‖ It is not easy to determine what is the second player's best move at this crisis. Some prefer 7. Kt. to K. B's 3rd; others 7. P. to Q's 3rd, and the following was given in the "Schachzeitung" not long since;

	7. B. takes Q. B's P.
8. Kt. takes B.	8. P. takes Kt.
9. Kt. to K. Kt's 5th, &c.	

8. Q. to Q. Kt's 3rd.	8. Q. to K. B's 3rd.
9. P. to K's 5th.	9. Q. to K Kt's 3rd.*
10. R. to K's sq.	10. K. Kt. to K's 2nd.†
11. B. to Q. R's 3rd.	11. P. to Q. Kt's 4th.
12. Q. takes Q. Kt's P.	12. R. to Q. Kt's sq.
13. Q. to Q. R's 4th.	13. B. to Q. Kt's 3rd.
14. Q. Kt. to Q's 2nd.	14. B to Q. Kt's 2nd.
15. Q. Kt. to K's 4th.	15. Q. to K. B's 4th.‡
16. B. takes Q's P.	16. Q. to K. R's 4th.
17. Kt. to K. B's 6th (ch)	17. P. takes Kt.
18. P. takes P.	18. K. R. to K. Kt's sq.

The following is a diagram of the position at this point where the game was left unfinished in the "Schachzeitung," for the purpose of affording amateurs the opportunity of discovering what move White now made, which decided the contest in his favour:

BLACK.



WHITE.

From the next number of the German magazine it appeared that the game terminated thus:

19. Q. R. to Q's sq.	19. Q. takes Kt §
20. R. takes Kt. (ch.)	20. Kt. takes R.

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* If he had played Kt. takes K's P, White would have answered with R. to K's sq., winning easily.

† *Had he moved the Bishop to Q. Kt's 3rd, White must have retired* his Queen, or Black would have attacked her and the Bishop by playing Kt. to Q. R's 4th.

‡ Mr. Dufresne appears to lose time here.

§ The summary termination of this game in the October number of the "Schachzeitung" was very unsatisfactory. From the note appended to the 18th moves in the September number, every one of course

In this, as in the previous move, Black plays badly, and as the "Schachzeitung" makes no suggestion whatever as to any other

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expected to see it clearly demonstrated that White by his nineteenth move could win the game, not against weak or bad play, but in defiance of the best possible defence. Instead of this, we learn only that Black made a bad move, which White took advantage of, and gave a very brilliant and ingenious checkmate. It would be uncharitable to suppose that Mr. Anderssen's forecast had

"—— this extent, no more ——;"

but from his utter silence with respect to any other line of operations, it may be assumed that the greater part of the following variations were *unseen by him, and that those which he did see he analyzed but imperfectly.* After a long and careful examination of the game from White's nineteenth move, I find that Black has five different modes of play, each one better calculated to protract or preserve the game than the move actually made. These are—first, 19. Q. Kt. to K's 4th; second, 19. P. to Q's 3rd; third, 19. B. to Q. B's 4th; fourth, 19. R. takes K. Kt's P. (ch.) and fifth, 19. Q. to K. R's 6th. I shall proceed to consider the consequences of each of these moves, and if my calculations are correct, and no variation of material importance has been overlooked, I shall prove perhaps to the surprise and gratification of the players themselves, that in every case White obtains a *winning* game.

IN THE FIRST PLACE:—

19. Q. R. to Q's sq.	19. Q. Kt. to K's 4th.
20. R. takes Kt.	20. R. takes K. Kt's P. (ch.) (or A)
21. K. to B's sq.	21. R. takes K. B's P. (ch.)
22. K. to his sq.	22. Q. to K. R's 6th (best.)

(If the Queen takes the Knight, White mates in four moves.)

23. R. takes Kt. (ch.)	23. K. to B's sq.
24. B. to Q. B's 4th.	24. P. to Q's 3rd.

(If K. to Kt's sq., White replies by taking the Q's P. with his Q's R. and must win easily.)

25. R. takes K. B's P. (ch.)	25. K. to Kt's sq.
26. R. takes K. R's P. (dis. ch.)	

And wins.

(A.)

	20. Q. to K. R's 6th.
21. R. takes Kt. (ch.)	21. K. to B's sq.

(If K. to Q's sq., White mates in five moves.)

22. K. R. takes Q's P. (dis. ch.)	22. P. to Q. B's 4th.

course of play, it is fair to suppose that the players were unconscious of the many beautiful and instructive variations which the

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23. B. to K. Kt's 6th.	23. R. takes B. (best.)
24. B. takes P. (ch.)	24. K. to Kt's sq. (best.)
25. R. to Q's 8th (ch.)	

And mates in two more moves.

In the Second Place:—

19. Q. R. to Q's sq.	19. P. to Q's 3rd.
20. B. to K's 4th.	20. K. to B's sq.

We do not see a better move for Black. If he play 20. $\frac{\text{K. to Q's 2nd}}{}$ then follows 21. $\frac{\text{P. takes Kt}}{\text{Q. R. to K's sq.}}$ (By playing 21. $\frac{}{\text{Q. to K. Kt's 5th}}$ or 21. $\frac{}{\text{R. to K. Kt's 5th}}$, he would lose a Rook), 22. $\frac{\text{B. to Q's 5th}}{\text{R. to K. Kt's 5th}}$, 23. $\frac{\text{B. takes Kt. (ch.)}}{\text{B. takes B.}}$, 24. $\frac{\text{Q. takes R. (ch.)}}{\text{Q. takes Q.}}$, 25. $\frac{\text{Kt. to K's 5th (ch.)}}{}$, and wins.

21. P. takes Kt. (ch.)	21. Kt. takes P.
22. B. takes B.	22. R. takes B.

If 22. $\frac{}{\text{Q. to K. Kt's 3rd}}$, then 23. $\frac{\text{Kt. to K. R's 4th}}{}$, and Black seems to have no resource.

23. R. takes Kt.	23. K. takes R.
24. Q. to K's 4th (ch.)	

And wins.

In the Third Place:—

19. Q. R. to Q's sq.	19. B. to Q. B's 4th.
20. B. takes B.	20. Q. takes B. (best.)
21. B. to K's 4th.	21. Q. to her R's 4th (or A)
22. B. takes Kt.	22. Q. takes Q.
23. B. takes Q.	23. B. takes Kt. (best.)
24. B. takes Q's P. (ch.)	24. K. to B's sq.
25. P. takes Kt. (ch.)	25. K. to Kt's 2nd.
26. P. takes B.	

And wins.

(A.)

	21. R. to K. Kt's 5th.
22. B. takes Kt.	22. R. takes Q.
23. B. takes Q's P. (ch.)	23. K. to B's sq.
24. P. takes Kt. (ch.)	24. K. to Kt's 2nd (best.)
25. B. takes R.	

And White must win.

position affords. At this point for example, the combinations consequent on Black's moving his King instead of taking the Rook, are

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IN THE FOURTH PLACE:—

19. *Q. R. to Q's sq.*	19. *R. takes K. Kt's P. (ch.)*

(The variation of 19. $\frac{\text{Q to K Kt's 5th}}{\text{Q takes Q.}}$ may be disposed of at once.

20. $\frac{\text{Q takes Q.}}{\text{R. takes Q}}$, 21. $\frac{\text{B. to K. B's 5th}}{\text{K. takes R.}}$, and Black must lose.)

20. K. takes R.	20. Kt. to K's 4th (best.)
21. Q. takes Q's P. (ch.)	21. Kt. takes Q.

(If he take the Queen with his King White obviously gains the Queen with a winning position, by B. to K. Kt's 6th (dis. ch.), and if in place of either of these moves he play 21. $\frac{\text{K. to R's sq.}}{\text{K. to R's sq.}}$, then 22. $\frac{\text{Q takes Kt (ch.)}}{\text{K. to Kt's sq.}}$

28. $\frac{\text{B to K's 4th}}{\text{Q to K Kt's 5th (ch)}}$ 30. $\frac{\text{K to R's sq.}}{\text{K to R's sq.}}$, and Black cannot save the game.

22. R. takes K. Kt. (ch.)	22. K. to Q's sq. (best.)
23. R. takes Kt. (ch.)	23. K. to Q. B's sq.

(If he take the Rook he is mated in three moves.)

24. R. to Q's 8th (ch.)	24. K. takes R.

And White mates in five moves.

IN THE FIFTH AND LAST PLACE:—

19. Q. R. to Q's sq.	19. Q. to K. R's 6th.
20. K's B. to his sq.	20. K. to Q's sq. (or A)

(I may remark here, to save another variation, that if Black take the Kt. with his Queen, White may reply with R. takes Kt. (ch.) and win the Queen in four moves.)

21. B. takes Kt. (ch.)	21. Kt. takes B. (or B)
22. *R. takes Kt.*	22. *P. to Q. B's 3rd.*

Instead of this move, he may play, 1st, P. to Q's 3rd; 2nd, B. to Q. B's sq.; 3rd, K. to Q. B's sq.; 4th, B. takes Kt. These apparently are the only possible moves. Against the first, White can play Kt. to K. Kt's 5th, by which he must either win the Queen or give mate; against the second, White may play Kt. to K's 5th, and it is impossible for Black to save the game; in answer to the third, White can reply by taking the Q's Pawn with his K's Rook, and he will win without much trouble; and in the event of Black's adopting the 4th move, the following is the result:— 22. $\frac{\text{Q's R. takes P. (ch.)}}{\text{B. takes Kt.}}$ 23. $\frac{\text{Q's R. takes P. (ch.)}}{\text{K. to Q. B's sq.}}$

24. $\frac{\text{B. to Q R's 6th (ch.)}}{\text{B. to Q. Kt's 2nd (best.)}}$ 25. $\frac{\text{R takes Q. B's P. (ch.)}}{\text{B takes R.}}$ 26. $\frac{\text{R. to K's 8th (ch.}}{\text{R. takes R.}}$

27. $\frac{\text{Q. takes R. (ch.)}}{\text{B. to Q's sq.}}$ 28. $\frac{\text{Q. to Q. B's 6th (ch.)}}{\text{B. to Q. B's 2nd.}}$ 29. $\frac{\text{P. takes Q.}}{\text{P. takes Q.}}$, and wins.

far more interesting than the actual moves played. Let us suppose:—

20. K. to Q's sq. 21. R. takes Q's P. (ch.) K. to Q. B's sq. (best.) 22. R. to Q's 8th (ch.) Kt. takes R. (if he take

23. Kt. to K's 5th. 23. Q. to K. B's 4th.
24. Kt. takes K. B's P. (ch.) 24. K. to Q. B's 2nd (best.)
25. Q. R. takes Q's P. (ch.) 25. Q. takes R.
26. Q. to K. B's 4th (ch.) 26. K. to Q. B's sq.
27. R. takes Q. 27. K. takes R.

And White mates in four moves.

(A.)

20. P. to Q's 3rd.
21. R. takes Kt. (ch.) 21. K. to B's sq.

(If 21. K. to Q's sq., then follows 22. B. takes Q's P. P. takes B.; should he take the Rook with his Kt., he will be mated in three moves; 23. R. takes Q's P. (ch.) and wins.)

22. Q. to K's 4th. 22. Kt. to K's 4th.

(If 22. Kt. to Q's 5th, the game proceeds thus: 23. R. takes K. B's P. (ch.) K. takes R. 24. Q. to K's 7th (ch.) K. to Kt's 3rd. 25. B. to Q's 3rd (ch.) Kt. to K. B's 4th 26. B. takes Kt. (ch.), and wins the Queen.)

23. Q. takes Kt. 23. P. takes Q.

(If 23. B. takes Kt., then 24. R. to K's 8th (ch.) R. takes R., 25. B. takes Q's P. (ch.) P. takes B., and White mates in two moves.)

24. R. takes Q. B's P. (dis. ch.) 24. K. to his sq.
25. R. to K's 7th (ch.) 25. K. to B's sq.

And White mates in two moves.

(B.)

21. K. to K's sq.

(If 21. K. to Q. B's sq., then 22. B. to K. B's 8th, Kt. to Q's sq. (best). 23. B. to K. Kt's 7th. B. to Q. B's 3rd. Should he play his Queen to K. B's 4th instead, then White attacks her with his King's Rook, and must win. 24. B. to Q. R's 6th (ch.) Kt. to Q. Kt's 2nd. 25. Q. takes B. Q. takes Kt. K's P. (ch.) 25. K. takes Q. P. takes Q. 26. Kt. to K's 5th, and White wins.)

22. B. to Q. B's 5th (dis. ch.) 22. K. to Q's sq. (best.)
23. Q. to K's 4th. 23. P. to Q's 3rd (best).

either with his Rook or King White wins his Queen), 23. $\frac{\text{Q. to Q's 7th (ch.)}}{\text{K. takes Q.}}$ 24. $\frac{\text{R. to K. B's 5th (double ch)}}{\text{K. to K's sq. or B's 3rd}}$, and White gives mate.

21. Q. takes Q's P. (ch.) 21. K. takes Q.

(If 23. $\frac{\text{Q. takes B}}{\text{B takes B}}$, then 24. $\frac{\text{Kt to K. Kt's 5th.}}{\text{Q to K. R's 4th (best).}}$ 25. $\frac{\text{R. takes P. (ch)}}{\text{K. to Q. B's sq.}}$ Taking the Rook involves the loss of his Queen.)

26. $\frac{\text{R. takes K. B's P.}}{}$, and *Black cannot avoid immediate mate.*

Black may, however, at his 23rd move, propose an exchange of Queens instead of either of the moves we have examined; for example, 23. $\frac{}{\text{Q. to K. Kt's 5th,}}$ 24. $\frac{\text{Q takes Q.}}{\text{R. takes Q.}}$ 25. $\frac{\text{B to K. B's 8th.}}{\text{R to K. Kt's sq.}}$ This, after long examination, I believe to be his best play. 26. $\frac{\text{B. to K. Kt's 7th}}{\text{B to Q R's 4th}}$ I can find no better move; 27. $\frac{\text{Kt. to K. Kt's 5th}}{\text{B takes P.}}$ 28. $\frac{\text{Kt. takes K. B's P. (ch)}}{\text{K. to Q B's sq.}}$ 29. $\frac{\text{K. R to K's 3rd.}}{\text{B. to Q. Kt's 5th.}}$ 30. $\frac{\text{B. to Q R's 4th}}{}$, and White must win.

24. Kt. to K. Kt's 5th. 24. Q. to K. R's 4th.

(This I believe to be his best move. If, however, he play 24. $\frac{}{\text{Q to Q's 2nd}}$ then follow 25. $\frac{\text{Q takes K. R's P.}}{\text{R to K's sq (best).}}$ 26. $\frac{\text{Kt. takes P. (ch)}}{\text{K. to Q's B. sq.}}$ 27. $\frac{\text{R. takes R (ch.}}{\text{Q. takes R.}}$ 28. $\frac{\text{P. to K. Kt's 3rd.}}{\text{Kt. to Q's sq.}}$ 29. $\frac{\text{B. to K. R's 3rd (ch)}}{\text{Kt. to K's 3rd.}}$ 30. $\frac{\text{R. takes Q's P.}}{}$, and Black has no resource left.)

25. B. takes Q's P. 25. P. takes B. (best.)

(If K. to Q. B's sq., White wins his Queen by first checking at K. B's 5th, and then checking with the Kt.)

26. R. takes P. (ch.)	26. K. to Q. B's 2nd (best.)
27. B. to Q. Kt's 5th.	27. K. takes R. (best.)
28. Q. to K. B's 4th (ch.)	28. K. to Q. B's 4th (best.)
29. Q. to Q. B's 4th (ch.)	29. K. to Q's 3rd.
30. Kt. takes K. B's P. (ch.)	30. K. to Q's 2nd, or Q. B's 2nd.

(Black may take the Knight and prolong the game a few moves, but his defeat is inevitable.)

31. R. to K's 7th (ch.), and mates next move.

In the foregoing analysis it is more than possible that some line of play which would shorten White's road to victory, or even enable his antagonist to save the game may have been overlooked. These variations, however, are the result of long and patient investigation. They *have not been adopted as the best modes of play for both sides, until* numberless other combinations were tried, exhausted, and rejected.

22. B. to K. B's 5th (double ch.)	22. K. to his sq.
23. B. to Q's 7th (ch.)	23. K. to B's or Q's sq.
24. B. takes Kt.	

Mate.

GAME XVII.—Between Messrs. Anderssen and Dufresne.

BLACK. (Mr. A.)	WHITE. (Mr. D.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 6th.
8. Kt. to K. Kt's 5th.	8. Kt to K. R's 3rd.
9. P. to K's 5th.	9. Q. Kt. to K's 2nd.
10. Q. to K. R's 5th.	10. Q. Kt. to K. Kt's 3rd.*
11. Q. B. to Q. R's 3rd.	11. P. to Q's 4th.
12. P. takes P. in passing.	12. P. takes P.
13. R. to K's sq. (ch.)	13. K. to B's sq.
14. B. takes K. B's P.†	14. Q. Kt. to K's 2nd.‡
15. Q. to K. B's 3rd.	15. B. to K. B's 4th.
16. Kt. to K's 6th (ch.)	16. B. takes Kt.
17. B. takes B. (dis. ch.)	17. K. to his sq.

The reader whose imagination may suggest to him a different course of action to any here laid down, must not be too ready, therefore, to conclude that his plan was omitted because it was unforeseen. Without swelling these notes to an inordinate extent, it is manifestly impossible to give even a tithe of the variations springing from such a position as the one under consideration. All that has been attempted is, to present the most important and the most natural.

* Castling would have been imprudent. For example:—

	10. Castles.
11. B. takes K. B's P. (ch.)	11. R. takes B.
12. Kt. takes R.	12. Kt. takes Kt.
13. P. to K's 6th.	13. P. takes P.
14. Q. takes B., &c.	

† Well played.

‡ If he had taken the Bishop, we should probably have seen the game carried on as follows:—

	14. Kt. takes B.
15. Kt. takes Kt.	15. K. takes Kt.
16. Q. to Q's 5th (ch.)	16. K. to B's 3rd.
17 Kt. to Q's 2nd, &c.	

18. Q. to K. R's 5th (ch.)	18. K. to B's sq.
19. B. to Q. B's sq.	19. Q. Kt. to K. Kt's sq.
20. B. to Q Kt's 3rd.	20. Q. to Q. B's 2nd.
21. Q. to K. B's 3rd (ch.)	21. K. Kt. to K. B's 2nd.
22. Kt. to Q's 2nd.	22. P. to K. R's 3rd.
23. B. to Q. R's 4th.	23. P. to K. Kt's 4th.
24. B. to Q. Kt's 3rd.	24. R. to K. R's 2nd.
25. Kt. to Q. B's 4th.	25. Q. R. to Q's sq.
26. Q. to K. B's 5th.	26. K. to Kt's 2nd.
27. Kt. takes B.	

And wins.

GAME XVIII.—Between the same players.

BLACK. (Mr. A.)	WHITE. (Mr. D.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 6th.
8. Kt. to K. Kt's 5th.	8. Kt. to K. R's 3rd.
9. P. to K's 5th.	9. P. to Q's 4th.
10. B. takes P. at Q's 3rd.	10. Q. B. to K. B's 4th.
11. B. takes B.	11. Kt. takes B.
12. P. to K's 6th.	12. P. takes P.
13. Kt. takes K's P.	13. Q. to Q's 3rd.
14. R. to K's sq.	14. Q. Kt. to K's 2nd.
15. B. to Q. R's 3rd.	15. Q. to her 2nd.
16. Q. Kt. to Q's 2nd.	16. P. to K. R's 3rd.*
17. Q. R. to Q. B's sq.	17. P. to Q. B's 3rd.
18. P. to K. Kt's 4th.	18. K. Kt. to Q's 3rd.
19. B. takes Kt.	19. Q. takes B.
20. Q. Kt. to Q. B's 4th.	20. Q. to Q's 2nd.
21. Q. to Q's 4th.	21. K. R. to Kt's sq.
22. Q's Kt. takes B.	22. P. to Q. Kt's 3rd.
23. Q. Kt. to Kt's 3rd.	23. P. to Q. B's 4th.

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* Taking the Q. B's P. would not have been expedient, *e. g.*—

	16. B. takes Q. B's P.
17. Q. R. to Q. B's sq.	17. P. to Q's 5th.
18 Kt. takes Kt's P. (ch.), &c.	

24. Q. to K. B's 4th.	24. Q. R. to Q. B's sq.
25. K. R. to K's 3rd.	25. Q. R. to B's 3rd.
26. Q. R. to K's sq.	26. P. to K. R's 4th.
27. K. R. to K. B's 3rd.	27. Q. to her B's sq.
28. Q. to K. B's 7th (ch.)	28. K. to Q's 2nd.
29. K. Kt. takes Q. B's P. (ch.)	

And White abandons the game.

GAME XIX.—Between Messrs. De Riviere and Journoud consulting, against Mr. Morphy.

WHITE. (Messrs. De R. and J.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q. B. to Q. Kt's 2nd.	9. K. Kt. to K. B's 3rd.
10. Q. Kt. to Q's 2nd.	10. Castles.
11. P. to K's 5th.	11. P. takes P.
12. P. takes P.	12. K. Kt. to Q's 4th.
13. Q. Kt. to K's 4th.	13. Q. B. to K's 3rd.
14. K. Kt. to Kt's 5th.	14. P. to K. R's 3rd.
15. K's Kt. takes B.	15. P. takes Kt.
16. Q. to K. Kt's 4th.*	16. K. to R's sq.
17. Q. R. to Q's sq.	17. K. R. to K. B's 5th.
18. Q. takes K. P.	18. K. R. takes Kt.
19. B. takes Kt.	19. Kt. to Q's 5th.
20. Q. R. takes Kt.	20. K's R. takes R.
21. Q. B. takes R.	21. B. takes B.
22. R. to K's sq.	22. Q. to K. Kt's 4th.
23. B. to K. B's 3rd.	23. R. to K. B's sq.
24. Q. to Q. B's 4th.	24. P. to Q. B's 4th.
25. P. to K's 6th.†	25. Q. to K's 2nd.
26. Q. to Q. R's 4th.	26. Q. to K. R's 5th.
27. Q. to Q. B's 2nd.	27. Q. to K's 2nd.

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* Very well played.

† Cleverly conceived. If Black venture to take the Bishop he must infallibly lose.

28. Q. to K. Kt's 6th.	28. R. to K. B's 3rd.
29 .Q. to K's 4th.	29. R. to K. B's sq.
30. P. to K. Kt's 3rd.	30. P. to Q. Kt's 4th.
31. R. to K's 2nd.	31. P. to Q. Kt's 5th.
32. B. to K. R's 5th.	32. P. to Q. R's 4th.
33. B. to K. B's 7th.	33. P. to Q. R's 5th.
34. Q. to Q. B's 2nd.	34. R. to Q. R's sq.
35. Q. to K's 4th.	35. R. to Q. Kt's sq.
36. Q. to Q's 5th.	36. P. to Q. Kt's 6th.
37. P. takes P.	37. P. takes P.
38. B. to K. Kt's 6th.	38. P. to Q. Kt's 7th.
39. B. to Q. Kt's sq.	39. R. to Q's sq.
40. Q. to K. B's 5th.	40. P. to K. Kt's 4th.
41. Q. to K. Kt's 6th.	41. B. to K. B's 3rd.
42. Q. takes K. R's P. (ch.)	42. K. to Kt's sq.
43. Q. to K. Kt's 6th (ch.)	43. B. to K. Kt's 2nd.
44. Q. to K. R's 7th (ch.)	44. K. to B's sq.
45. P. to K. R's 4th.	45. R. to Q's 8th (ch.)
46. K. to Kt's 2nd.	46. B. to K. B's 3rd.
47. P. takes P.	47. B. to Q's 5th.
48. Q. to K. B's 5th (ch.)	48. K. to Kt's sq.
49. Q. to K. Kt's 6th (ch.)	49. K. to R's sq.
50. R. to K's 4th.	50. Q. to Q. Kt's 2nd.
51. P. to K's 7th.	

And Black surrendered.

Game XX.—Between Messrs. Anderssen and Mayet.

White. (Mr. A.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 6th.
8. Kt. to K. Kt's 5th.	8. K. Kt. to K. R's 3rd.
9. P. to K's 5th.	9. Q. Kt. takes P.
10. R. to K's sq.	10. Q. to K's 2nd.
11. P. to K. B's 4th.	11. B. to Q. Kt's 3rd (ch.)
12. K. to R's sq.	12. K. Kt. to his 5th.
13. K. Kt. to K. R's 3rd.	13. P. to Q's 3rd.
14. K. B. takes Q's P.	14. Castles.
15. P. takes Kt.	15. Kt. takes K. P.
16. K. Kt. to K. B's 4th.	16. P. to Q. B's 3rd.

17. Q. Kt. to Q's 2nd.	17. P. to K. Kt's 4th.
18. Q. to K. R's 5th.	18. P. to K. B's 4th.*
19. B. to Q. B's 4th (ch.)	19. K. to Kt's 2nd.
20. Q. Kt. to K. B's 3rd.	20. P. to K. R's 3rd.†
21. Kt. takes Kt.	21. Q. to K. B's 3rd.‡
22. Kt. to K. Kt's 4th.	22. B. P. takes Kt.
23. R. to K's 7th (ch.)	

And Black resigned.

GAME XXI.—Between Messrs. Anderssen and Saalbach.

WHITE. (Mr. A.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.§	6. P. takes P.
7. *Castles.*	7. *P. to Q's 3rd.*
8. P. takes P.	8 K. Kt. to K. B's 3rd.‖
9. Q. to Q. R's 4th.	9. Q B. to Q's 2nd.
10. K. B. to Q. Kt's 5th.	10. K. B. to Q. Kt's 3rd.
11. P. to K's 5th.¶	11. P. to Q. R's 3rd.

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* P. to K. B's 3rd would have been better, but in any case White must win.

† Had he taken the K's Kt., the game would have proceeded thus :—

	20. P. takes Kt.
21. Q. B. takes P.	21. K. B. to Q. B's 2nd.
22. Kt. takes Kt.	22. P. takes Kt.
23. R. takes P.	23. B. takes R.
24. Q. to K. R's 6th (ch.)	24. K. to R's sq.
25. B. takes B. (ch.)	

And wins.

‡ He could have been mated in three moves if he had taken either Knight.

§ In his observations upon the present game, the editor of the Vienna "Schachzeitung" attributes the merit of this variation to Mr. Anderssen. I believe this to be an error. The move of 6. P. to Q's 4th was known and practised here some years before Mr. Anderssen introduced it in his ingenious variations on the "Evans' Gambit" in 1851.

‖ B to Q. Kt's 3rd is considered to be a better move.

¶ He might also have played Q. B. to K. Kt's 5th advantageously but the move made is probably more attacking.

12. P. takes Kt.	12. P. takes B.
13. K. R. to K's sq. (ch.)	13. Q B. to K's 3rd.
14. P. takes K. Kt's P.	14. K. R. to Kt's sq.
15. Q. to her sq.	15. P. to Q's 4th.
16. B. to K. Kt's 5th.	16. Q. to her 2nd.*
17. B to K. B's 6th.	17. B. to Q. R's 4th.
18. Q. Kt. to Q's 2nd.	18. B. to Q. Kt's 5th.
19. K. Kt. to Kt's 5th.	19. B. to K's 2nd.
20. Kt. takes Q's B.	20. P. takes Kt.
21. Q. to K. R's 5th (ch.)	21. K. to Q's sq.
22. Q. to K. B's 7th.	

And Black surrendered.

Game XXII.—Between Messrs. Smith and Bird.

White. (Mr. S.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. P. takes P.	8. K. B. to Q Kt's 3rd.
9. Q. Kt to B's 3rd.	9. K. Kt. to B's 3rd.
10. P. to K. R's 3rd.	10. P. to K. R's 3rd.
11. P. to K's 5th.	11. P. takes P.
12. Q. B. to Q. R's 3rd.	12. Kt. to Q. R's 4th.
13. K. R. to K's sq.	13. Kt. takes B.
14. Q. to R's 4th (ch.)	14. P. to Q. B's 3rd.
15. Q. takes Kt.	15. Q. B. to K's 3rd.
16. R. takes P.	16. Q. to Q's 2nd.
17. Q. R to Q's sq.†	17. B. to Q. B's 2nd.

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* He should have played Q. to her 3rd, with the view of afterwards moving the King to Q's 2nd. Even then, however, he must have had a very up-hill battle to fight.

† Mr. Smith has opened his game irreproachably, and has obtained a grand position of attack; but he fails to prosecute his advantages as he might at this moment. My play now would be to take the Bishop with the Rook; for example:—

17. R. takes B. (ch.)	17. P. takes R. (best.)
18. K. Kt. to K's 5th.	18. Q. to her B's sq.

(Any other move would be immediately fatal.)

18. P. to Q's 5th.	18. P. takes P.
19. Kt. takes P.	19. B. takes R.
20. K. Kt. takes B.	20. B. takes Q. Kt.
21. Q. to Q. Kt's 4th.	21. P. to Q. R's 4th.
22. Q. to Q. B's 5th.	22. P. to Q. Kt's 3rd.
23. Q. takes Q. Kt's P.	23. Q. to Q Kt's 2nd.
24. Q. to K's 3rd.	24. B. to K's 3rd.
25. Kt. to K. Kt's 6th.*	25. Kt. to Q's 4th.
26. Q. to K's 5th.	26. R. to K. Kt's sq.
27. Kt. to K. B's 8th †	27. R. takes Kt.
28. Q. takes K. Kt's P.	28. Kt. to Q. Kt's 5th.
29. R. to Q's 6th.	29. K. to K's 2nd.
30. R. to Q's 2nd.	30. R. to K. Kt's sq.

And Black wins.‡

GAME XXIII.—Between Messrs. Kieseritzky and Journoud.

WHITE. (Mr. J.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
19. Q's Kt. to his 5th.	19. P. takes Q's Kt., or*
20. Q. takes Q. Kt's P. (ch.)	20. K. to Q's sq.†
21. Kt. to K. B's 7th (ch.)	21. K. to Q. B's 2nd.
22. B to Q's 6th (ch.)	

Mate.

* Kt. to Q. B's 4th would have pleased me better.

† This is merely throwing away his last chance.

‡ A game very similar to the above, which the reader should compare with it, occurs in the "Handbook," p. 139, Game III.

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* 19. B. to Q. B's 2nd.

(Black may also move his K. to Q's sq., but the loss of the game is alike inevitable and immediate.)

20. Kt. takes B. (ch.)	20. Q. takes Kt.
21. Q. takes K's P. (ch.)	

And wins.

† 20. Kt. to Q's 2nd.

21. R. to K's sq.

And Black cannot save the game.

5. P. to Q. B's 3rd.	5. K. B. to Q's 3rd.*
6. P. to Q's 4th.	6. Q. to K's 2nd.
7. Castles.	7. K. Kt. to K. B's 3rd.
8. K's Kt. to his 5th.	8. Castles.
9. P. to K. B's 4th.	9. K. P. takes K. B's P.
10. P. to K's 5th.	10. B. takes P.
11. P. takes B.	11. Q. to Q. B's 4th (ch.)
12. K. to R's sq.	12. Q. Kt. takes P.
13. K. B. to K's 2nd.	13. Q. Kt. to K. Kt's 3rd.
14. K. Kt. to K. R's 3rd.	14. P. to Q's 3rd.
15. Kt. takes P.	15. B. to K's 3rd.
16. Q. to Q's 4th.	16. Q. takes Q.
17. P. takes Q.	17. Q. R. to K's sq.†
18. Q. Kt. to Q. B's 3rd.	18. P. to Q. B's 3rd.
19. Q. B. to Q. R's 3rd.	19. Q. R. to Q's sq.
20. Kt. takes B.	20. P. takes Kt.
21. K. B. to Q. B's 4th.	21. K. R. to K's sq.
22. K. R. to K's sq.	22. P. to Q's 4th.
23. K. B. to Q's 3rd.	23. K. to B's 2nd.
24. B. takes Kt. (ch).	24. K. takes B.
25. K. R. to K's 3rd.	25. P. to Q. Kt's 3rd.
26. Q. R. to K's sq.	26. K. to B's 2nd.
27. Kt. to K's 2nd.	27. Kt. to K's 5th.
28. Kt. to K. Kt's 3rd.	28. P. to K's 4th.
29. Kt. takes Kt.	29. P. takes Kt.
30. P. takes P.	30. K's R. takes P.

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* With all his fine genius and extraordinary knowledge of the game, Kieseritzky was the most wayward and crotchety of players. It was *this and his constitutional timidity, perhaps, which prevented his* occupying the highest place amongst the chess masters of the day. In his Openings he delighted in all sorts of odd, out-of-the-way manœuvring. In his End games, when the road to victory lay plain and direct before him, he would turn aside, as if from sheer wantonness, and lose himself in some inextricable maze, while his opponent took time and heart and reached the long-despaired-of goal. These eccentricities have been set down to an obliquity of mind. I am disposed to attribute them in part, at least, to another cause. He entertained a great repugnance to giving odds, and as his opponents were, for the most part, immeasurably inferior to him both in skill and bookish lore, he could of course afford, when playing "even" with them, to risk a good deal. Of what import was the loss of a few moves or of two or three Pawns to one who felt he was a Rook stronger than his adversary? *It was thus probably that he acquired that fondness for rash attacks,* and whimsical defences, which injured his game and told against him so terribly when he came to cope with men of mettle like his own. The move in the text was one of his *capriccios*, and cost him many a game.

† He should rather have played K. R. to K's sq.

31. B. to Q. Kt's 2nd.	31. K. R. to K's 3rd.
32. K. R. to K's 2nd.*	32. P. to Q. R's 4th.
33. P. to K. R's 3rd.	33. Q. R to K's sq.
34. K. to R's 2nd.	34. P. to Q. Kt's 4th.
35. K. to Kt's 3rd.	35. P. to Q. B's 4th.
36. K. to B's 4th.	36. P. to Q. R's 5th.
37. R. takes K's P.	37. P. to K. Kt's 4th (ch.)
38. K. to B's 5th.	38. R. takes R.
39. R. takes R.	39. R. takes R.
40. K. takes R.	40. K. to his 3rd.
41. P. to K. Kt's 4th.	41. P. to Q. Kt's 5th.
42. P. to Q R's 3rd.†	42. K. to Q's 3rd.
43. B. to K. B's 6th.	43. P. to K. R's 3rd.
44. B. to K Kt's 7th.	44. K. to Q. B's 3rd.
45. B. takes P.	45. K to Kt's 4th.
46. K. to Q's 3rd.	46. P. to Q. B's 5th (ch.)
47. K. to Q. B's 2nd.	47. P. takes P.
48. B. takes P.	48. P. to Q. R's 7th.
49. B. to K. B's 6th.	

And Black surrenders.

GAME XXIV.—Between Messrs. Hanstein and Mayet.

BLACK. (Mr. M.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2 K. Kt. to K B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. Q. B. to Q. Kt's 2nd.	9. P. to K. B's 3rd.‡
10. Kt. to K. R's 4th.	10. P. to K. Kt's 3rd.
11. K. R. to K's sq.	11. K. to B's sq.
12. Q. Kt to Q. R's 3rd.	12. K. to Kt's 2nd.
13. P. to K. B's 4th.	13. P. to K. B's 4th.
14. Kt. takes K. B's P. (ch.)§	14. P. takes Kt.

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* A sage precaution against Black's occupying this rank with his Q's Rook.

† This and the succeeding moves on White's side are very cleverly played.

‡ This is an unusual defence to the Evans' attack, and one never likely to be very popular.

§ If the Kt. had gone to K. B's 3rd, White would have taken the

15. Q. to K. R's 5th.	15. Q. to K. B's 3rd.
16. P. to K's 5th.	16. Q. to K. Kt's 3rd.
17. Q. to Q's sq.	17. P. to K. R's 4th.
18. K. R. to K's 3rd.	18. P. to K. R's 5th.
19. P. to K. R's 3rd.	19. K. to B's sq.*
20. K. to R's sq.	20. K. Kt. to K's 2nd.
21. P. takes Q's P.	21. P. takes P.
22. P. to Q's 5th.	22. K. R. to Kt's sq.
23. K. R. to K's 2nd.	23. Kt. to Q. R's 4th.
24. Q. to K's sq.†	24. B. to Q's 2nd.‡
25. Q. takes K. R's P.	25. Q. R. to K's sq.
26. *Q. R. to K's sq.*	26. *B. to Q's sq.*
27. B. to K. B's 6th.	27. Kt. takes Q. P.
28. B. takes B.	28. R. takes R.
29. R. takes R.	29. Kt. takes B.
30. B. to K's 7th (ch.)	30. K. to Kt's 2nd.
31. Kt takes Kt.	31. B. to Q. Kt's 4th.
32. R. to Q. B's 2nd.	32. B. takes Kt.
33. R. takes B.	33. Kt. to K's 6th.
34. B. to K. B's 6th (ch)§	34. K. to B's 2nd.
35. R. to B's 7th (ch.)	35. K. to K's sq.
36. B. to K. Kt's 5th.‖	36. Kt. takes Kt's P.

K's P., and then have advanced the Q's P. Playing K. to R's sq., however, appears stronger than the move made.

* Surely better to have taken off the K's P., for suppose:—

	19. P. takes K's P.
20. K. B's P. takes P.	20. P. to K. B's 5th.
21. R. to K. B's 3rd.	21. Kt. takes K's P., &c.

† The move of moves here would have been, K. B. to Q. Kt's 5th; paralysing half White's men at once.

‡ Q. to K. Kt's 6th would have been far better. In that case, the game in all probability would have been continued as follows:—

	24. Q. to K. Kt's 6th.
25. B. to Q. B's 3rd.	25. Kt. takes B.
(Much better than taking the Queen.)*	
26. Kt. takes Kt.	26. B. to Q. B's 4th.

And White has a safe game, and a piece more than his opponent.

§ Well played. The Bishop cannot be taken without costing the Queen.

‖ Ill considered, since checking with the R. at K's 7th, and then moving the B. to Kt's 5th, would have won the game off hand.

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	25. Q. takes Q.
26. Q. R. takes Q.	26. Kt. to K. Kt's 3rd (best)
27. B. to Q. Kt's 5th.	27. B. to Q. B's 4th.
28. K. R. to K's 8th (ch.)	28. K. to B's 2nd.
29. Q. R. to K's 6th, &c.	

37. K. takes Kt.	37. Q. to K's 3rd.
38. Q. to K. R's 5th (ch.)*	38. K. to B's sq.
39. K. to B's 2nd.	39. Q. takes Q. R's P. (ch.)
40. K. to Kt's 3rd.	40. Q. to K's 3rd.
41. Q. to K B's 3rd.	41. Q. to K's 8th (ch.)
42. Q. to K. B's 2nd.	42. Q. to Q. R's 4th.
43. R. to B's 8th (ch.)†	43. K. to B's 2nd.
44. Q. to Q. B's 2nd.	44. R. takes R.
45. Q. takes R.	45. Q. to K's 8th (ch.)

And White gave perpetual check

GAME XXV.—Between Messrs. Perigal and Walker, consulting, against Messrs. Harrwitz and Medley.

BLACK. (Messrs. H. and M.)	WHITE. (Messrs. W. and P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. B. to Q. Kt's 3rd.
8. P. takes P.	8. P. to Q's 3rd.
9. Q. Kt. to B's 3rd.	9. K. Kt. to B's 3rd.
10. P. to K's 5th.	10. P. takes P.
11. B. to Q R's 3rd.‡	11. B. takes P.
12. Q. to Q. Kt's 3rd.	12. Q. to Q's 2nd.
13. Kt. to K. Kt's 5th.	13. Q. Kt. to Q's sq.§
14. Q R. to Q's sq.	14. Kt. to K's 3rd.
15. Kt takes Kt.	15. P. takes Kt.
16. Kt. to Q. Kt's 5th.	16. K. to K. B's 2nd.
17. Kt. takes B.	17. P. takes Kt.
18. P. to K. B's 4th.	18. P. to Q Kt's 4th.
19. B. takes Q. Kt's P.	19. P. to Q. B's 3rd.
20. B. to Q. B's 4th.	20. Kt. to Q's 4th.
21. R. takes P.	21. K. R. to Q's sq.
22. P. to K. B's 5th.	22. P. to K's 4th.
23. R. to K's 4th.	23. Q. to Q. B's 2nd.

---

* But why not simply move K. to B's sq.? What resource has White then?

† Q. to her B's 2nd, if I am not mistaken, would have given Black another opportunity of winning, without much trouble.

‡ The beginning of the end, for even thus early (so powerful is the hold Black have got,) the game is virtually won by them.

§ Taking the Q's Kt. would evidently have lost the battle instanter.

24. Q. to K. Kt's 3rd.
25. P. to K. B's 6th.*
26. R. to K. R's 4th.
27. R. to K. R's 6th.
28. Q. to K. Kt's 5th.
29. R. takes Q. B's P.
30. B. takes Kt.
31. R. to Q. B's sq.

21. R. to K's sq.
25. P. takes P.
26. R. to K. R's sq.
27. P. to K. B's 4th.
28. K. to K's sq.
29. Q. takes R.
30. Q. to Q. B's 2nd.

And White resigns.

Game XXVI.—Between Mr. Fraser and a member of the Dundee Chess Club.

White. (Mr. F.)	Black. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K's B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q Kt. to Q B's 3rd.	9. Q. B. to K. Kt's 5th.†
10. Q. to Q. R's 4th‡	10. K. to B's sq.§
11. K. Kt. to Kt's 5th.‖	11. K. Kt. to K. R's 3rd.
12. P. to Q's 5th.	12. Kt. to K's 4th.
13. K. to R's sq.	13. B. to Q's 5th.
14. Q. to Q. Kt's 3rd.	14. Q. to K. B's 3rd.
15. P. to K. B's 4th.¶	15. Kt. takes K's B.
16. Q. takes Kt.	16. B. takes Q's Kt.
17. P. to K's 5th.	17. B. takes K's P.
18. P. takes B.	18. Q takes P.
19. B. to K. B's 4th.	19. Q. to K's 2nd
20. Kt. to K's 6th (ch.)**	20. B. takes Kt.

---

* The concluding moves of the attack are capitally played.

† The proper reply to 9. Q. Kt. to Q. B's 3rd.

‡ The only way to preserve the attack.

§ Not so strong as Q. B. to Q's 2nd, which compels White either to abandon his attack or to maintain it at the cost of a piece.

‖ See note to this move in the next game.

¶ The attack is sustained with great spirit and ingenuity at this point.

** Very well played. If Black play P. takes Kt., he loses his Queen.

21. P. takes B.	21. P. to K. B's 3rd.
22. K. R. to K. B's 3rd.	22. Kt. to Kt's sq.
23. K. R. to Q. Kt's 3rd.*	23. P. to Q. Kt's 3rd.
24. K. R. to Q. B's 3rd.	24. Q. R. to K's sq.
25. Q. R. to K's sq.	25. Q. to Q's sq.
26. Q. takes Q. B's P.	26. Q. takes Q.
27. R. takes Q.	27. Kt. to K's 2nd.

28. B. takes Q's P.

And White wins.

GAME XXVII.—Between Mr. G. Fraser and another Scottish amateur.

WHITE. (Mr. F.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. K. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. P. takes P.	8. K. B. to Q. Kt's 3rd.
9. Q. Kt. to Q. B's 3rd.	9. Q. B. to K. Kt's 5th.
10. Q. to Q. R's 4th.†	10. K. to B's sq.‡
11. K. Kt. to Kt's 5th.§	11. Q. B. to K. R's 4th.

---

* Taking the Kt., and then sacrificing the Rook, though tempting, would have been imprudent. For suppose — 22. $\frac{\text{B. takes Kt.}}{\text{P. takes B.}}$ 23. $\frac{\text{R. takes P. (ch)}}{\text{Q. takes R.}}$ 24. $\frac{\text{R. to K. B's sq.}}{\text{K. to K's 2nd}}$, and White cannot do more than draw the game.

† This move constitutes the novelty in Mr. Fraser's variation, and it certainly appears to present valid claims to consideration. If, in reply, Black play 10. B. takes Kt., or 10. Q. to Q's 2nd. Mr. Fraser has furnished us with a host of variations to prove that White speedily gets the advantage. Black's best move I believe to be 10. $\frac{\text{Q. B. to Q's 2nd.}}{}$

‡ The merit of suggesting the present move has been claimed by two or three players I find; but in reality it is no new discovery, for *K. to B's sq.*, in analogous situations, was proposed years ago,—in the first instance, if I mistake not, by Mr. Von Heydebrand.

§ In a note to this move, Mr. Fraser remarks that subsequent examination has convinced him *P. to Q's 5th* is a far more effective mode of continuing the attack than playing K. Kt. to K. Kt's 5th. Appended are a few of the variations which he has adduced in support of his assertion :—

12. P. to Q's 5th.	12. Q. Kt. to K's 4th.
13. K. B. to K's 2nd.	13. P. to K. R's 3rd.
14. K. Kt. to K. R's 3rd.	14. Q. to K. R's 5th.
15. B. takes B.	15. Q. takes B.
16. K. to R's sq.	16. P. to K. Kt's 4th.*
17. P. to K. B's 4th.	17. P. takes P.†
18. Kt. takes P.	18. Q. to K. Kt's 5th.
19. Kt. to K's 6th (ch.)	19. K. to K's 2nd.
20. R. to K. B's 4th.	20. Q. to K. R's 4th.
21. R. to K. B's 5th.	21. Q. to K. Kt's 5th.
22. R. takes Kt.	22. P. takes R.
23. B. to Q. R's 3rd (ch.)	23. K. to B's 3rd.
24. R. to K. B's sq. (ch.)	24. K. to Kt's 3rd.
25. Q. to Q's 7th.	

And Black surrenders.

In the first place :—

11. *P. to Q's 5th.*	11. Kt. to K's 4th.
12. Kt. takes Kt.	12. P. takes Kt.
13. Q. B. to Q. R's 3rd (ch.)	13. Kt. to K's 2nd.
14. K. to R's sq.	14. P. to K. Kt's 4th.
15. P. to K. B's 3rd.	15. Q. B. to K. R's 4th.
16. Q. R. to Q's sq.	16. K. to Kt's 2nd.
17. P. to Q's 6th.	

With a winning game.

The two or three last moves given to Black appear to me very far from being the best.)

In the second place :

11. *P. to Q's 5th.*	11. Q's B. takes Kt.
12. P. takes Kt.	12. Q. B. to K. Kt's 5th.
13. P. takes Q. Kt's P.	

And White has a capital game.

In the third place :—

11. *P. to Q's 5th.*	11. Kt. to Q's 5th.
12. Kt. takes Kt.	12. K's B. takes Kt.
13. B. to Q. Kt's 2nd.	13. Kt. to K. B's 3rd.

(I am not at all satisfied with the move Mr. Fraser proposes for Black here. It strikes me that by *playing his Q. to K. Kt's 4th he would* obtain at least as good a game as his opponent has.)

14. K. B. to Q. Kt's 3rd.	14. B. takes Kt.
15. *B. takes B., with a fine game.*	

* Q. Kt. to K. Kt's 5th seems preferable on many accounts.

† At this point also, I should have preferred playing the Q. Kt. to Kt's 5th. Taking the Pawn serves only to release the White Kt. from a very bad position.

Game XXVIII.—Between Messrs. De Riviere and Brien.

WHITE. (Mr. R.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. Kt. takes Q. Kt's P.
5. P. to Q. B's 3rd.	5. Kt. to Q. B's 3rd.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt's 5th (ch.)*
8. K. to B's sq.†	8. Q. to K's 2nd.
9. P. to K's 5th.	9. P. to Q's 3rd.‡
10. P. to Q's 5th.	10. Kt. takes K's P.
11. Q. to Q. R's 4th (ch.)	11. Q. B. to Q's 2nd.
12. Q. takes K's B.	12. Kt. takes Kt.
13. P. takes Kt.	13. B. to K. R's 6th (ch.)
14. K. to Kt's sq.	14. Q. to K. B's 3rd.§
15. B. to Q's 3rd.‖	15. K. to B's sq.¶
16. P. to K. B's 4th.	16. Q. R. to K's sq.
17. P. to K. B's 3rd.	17. Q. to K. R's 5th.
18. B. to Q's 2nd.	18. Q. to K. R's 4th.
19. K. to B's 2nd.	19. Q to K. R's 5th (ch.)
20. K. to Kt's sq.	20. Q. to K. R's 4th.
21. Kt. to Q. B's 3rd.	21. Q. takes K. B's P.
22. B. to K's 4th.	22. Q. to K. Kt's 5th (ch.)
23. K. to B's 2nd.	23. Q. to K. R's 5th (ch.)
24. K. to K's 3rd.**	24. P. to K. B's 4th.
25. Q. R. to K. Kt's sq.	25. P. to K. R's 4th.
26. Q. to Q's 4th.	26. Kt. to K. B's 3rd.

And after a few more moves White resigns.

---

* This is not considered a prudent check by the authorities.

† By this step, hitherto recommended as the best reply to the second player's check with the Bishop, White subjects his adversary to a difficult and most galling line of defence.

‡ It seems impossible now for Black to extricate himself without some ruinous sacrifice; but it will be seen, and the manner is deserving notice, that he does escape, and actually contrives to turn his defensive tactics into a sharp attack, and all in the course of half-a-dozen more moves.

§ The situation is remarkable; Black has lost a piece; and his forces for the most part are locked up at home, yet such is the strength of his Queen and Bishop, as now posted, that Mr. de Riviere will have some trouble to save the game.

‖ He has scant choice of moves, for Mate is always staring him in the face.

¶ Well played.

** White might have drawn the game, I believe, by persisting in playing the King to Kt's sq. and K. B's 2nd, and we are surprised he did not do so under the circumstances.

GAME XXIX.—Between Lord Lyttleton and the late *Mr. Bigland.*

WHITE. (Mr. B.)	BLACK. (Lord L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. to Q. Kt's 3rd.
5. P. to Q. R's 4th.*	5. P. to Q. R's 3rd.
6. Castles.	6. Kt. to K. B's 3rd.
7. P. to Q's 3rd.	7. P. to K. R's 3rd.
8. Q. B. to K's 3rd.	8. P. to Q's 3rd.
9. Q. to Q's 2nd.	9. Castles.†
10. Kt. to Q. B's 3rd.	10. Q's Kt. takes P.
11. P. to Q. R's 5th.	11. B. to Q. R's 2nd.‡
12. Q. Kt. to K's 2nd.	12. P. to Q. B's 4th.
13. Q. Kt. to K. Kt's 3rd.	13. K. B. to Q. Kt's sq.
14. Q. B. takes R's P.	14. P. takes B.
15. Q. takes P.	15. Kt. to K. Kt's 5th.
16. Q. to K. Kt's 6th (ch.)	16. K. to R's sq.
17. Q. to K. R's 5th (ch.)	17. K. to Kt's 2nd.
18. K. Kt. to R's 4th.	18. K. Kt. to R's 3rd.
19. P. to K. B's 4th.§	19. Q. B. to K. Kt's 5th.
20. Q. Kt. to K. B's 5th (ch.)	20. B. takes Kt.
21. Kt. takes B. (ch.)	21. Kt. takes Kt.
22. Q. to K. Kt's 4th (ch.)	22. K. to R's sq.
23. K. R. to B's 3rd.	23. Kt. to K. Kt's 2nd.
24. K. B. to R's 3rd (ch.)	24. K. to Kt's sq.
25. Q. to K. Kt's 6th, and wins.	

---

* The best move. If White play P. to Q. Kt.'s 5th instead, Black answers with Kt. to Q. R's 4th, and if his K's Pawn be then taken, he retorts with Q. to K. B's 3rd, and is master of the position.

† *The height of temerity!* But why encounter such danger needlessly? Why not have exchanged the Bishops before Castling?

‡ Black's repugnance to change off the Bishops is unaccountable. What could be the objection to that course in the present case? By taking the adverse Bishop, he would have freed himself from a perilous attack, doubled his adversary's Pawns, and have had the superiority of force.

§ From this moment to the end, Mr. Bigland plays with great intelligence and accuracy. Every move is planned and timed with judgment.

GAME XXX.—Between Prince Ouroussoff and M. Jaenisch

WHITE. (Prince O.)	BLACK. (Mr. J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. P. to Q's 4th.*
5. B. takes Q's P.	5. Kt. takes Q. Kt's P.
6. B. to Q. Kt's 3rd.	6. Q. to K's 2nd.
7. P. to K. R's 3rd.	7. Q. B. to Q's 2nd.
8. Q. B. to Q. Kt's 2nd.	8. Q. Kt. to Q. B's 3rd.
9. P. to Q's 3rd.	9. Castles on Q's side.
10. B. to Q's 5th.	10. P. to K. B's 4th.
11. B. takes Q's Kt.	11. B. takes B.
12. Kt. takes K's P.	12. Q. B. takes K's P.
13. Castles.	13. Q. to K. Kt's 4th.
14. K. Kt. to K. B's 3rd.	14. B. takes Kt.
15. Q. takes B.	15. Kt. to K. B's 3rd.
16. Kt. to Q. B's 3rd.	16. P. to K. R's 4th.
17. Kt. to Q. R's 4th.†	17. B. to Q's 3rd.
18. Q. R. to Q. Kt's sq.	18. P. to Q B's 3rd.
19. Q. B. to Q. B's sq.	19. P. to K. B's 5th.
20. Q. B. to Q's 2nd.	20. Kt. to K. Kt's 5th.
21. P. to Q's 4th.‡	21. Kt. to K. R's 3rd.
22. Kt. to Q. B's 3rd.	22. Q. to K. B's 4th.
23. Kt. to K's 4th.	23. P. to K. Kt's 4th.
24. Q. R to Q. Kt's 3rd.	24. B. to Q. Kt's sq.
25. Q. to Q's 3rd.	25. P. to K. Kt's 5th.
26. K. R. to Q. Kt's sq.	26. K. R. to K. R's 2nd.
27. R. takes Q. Kt's P.§	27. R. takes R.
28. Q. to Q R's 6th.	28. Q. to K. B's 2nd.
29. Kt. to Q. B's 5th.	29. Q. R. to Q's 2nd.
30. Kt. takes K's R.	30. Q's R. takes Kt.
31. Q. takes Q. B's P. (ch.)	31. R. to Q. B's 2nd.
32. Q. takes Kt.	32. R. to Q. Kt's 2nd.
33. Q to K. R's 8th (ch.)	33. K. to Q. B's 2nd.
34. B. takes K. B's P. (ch.)	34. Q. takes B.
35. Q. to K. R's 7th (ch.)	

And White wins.

---

* I should like to see this defence fairly tested in a long series of games between these two accomplished players.

† The attack on the one side, and the counter-attack on the other, now render the game very animated and amusing.

‡ Well played. Had he taken the Kt., it is needless to say he must have lost the battle.

§ Well played again. From this moment White has the game in his hands.

GAME XXXI.—Between Mr. Capraz and another amateur.

WHITE. (Mr. —)	BLACK. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. P. to Q's 4th.*
5. P. takes P.	5. Kt. takes P.
6. Kt. takes K's P.	6. Kt. takes Q's P.
7. Castles.	7. K. Kt. to K's 2nd.
8. P. to Q's 4th.	8. B. to Q. Kt's 3rd.
9. Q. B. to Q. R's 3rd.†	9. P. to Q. B's 3rd.
10. R. to K's sq.	10. Castles.
11. K's B. takes Kt.	11. P. takes B.
12. B. takes Kt.	12. Q. takes B.
13. Kt. to K. Kt's 6th.	13. Q. to K. B's 3rd.
14. Kt. takes R.‡	14. B takes Q's P.
15. R to K's 8th.§	15. Q. takes K. B's P. (ch.)
16. K. to R's sq.	16. Q. B. to K. R's 6th.‖

And White surrenders.

GAME XXXII.—*Between Messrs. Anderssen and Mongredien.*

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt's *to* K. B's 3rd.	2. Q. Kt. *to* Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. P. to Q's 4th.
5. K. B. takes Q's P.	5. Q. Kt. takes Q. Kt's P.
6. K. B. to Q. Kt's 3rd.	6. Q. Kt. to Q. B's 3rd.
7. P. *to* K. R's 3rd.	7. P. *to* K. R's 3rd.
8. Castles.	8. K. Kt. to K. B's 3rd.
9. P. to Q's 3rd.	9. P. to Q. R's 3rd.

---

* This defence is rarely adopted against a powerful adversary, though it has never yet been *proved*, by analysis, to be less tenable than some others which are often played.

† A fine but somewhat perilous attack was now obtainable for White, by his taking the K. B's P. with his Kt.

‡ He loses the advantage by this capture. Instead of taking the Rook, he should have checked with the Kt., and then have taken the Q's Pawn. In that case I should have preferred his position to Black's.

§ *Q. to Q's 2nd would have saved the game*; nay, without very great vigilance on Black's side, might even have won it.

‖ Well played.

10. Q. B. to Q. Kt's 2nd.	10. K. B. to Q's 3rd.
11. Q. Kt. to Q. B's 3rd.	11. Castles.
12. K. Kt. to Q's 2nd.	12. Q. Kt. to Q. R's 4th.
13. Q. Kt. to K's 2nd.	13. Q. Kt. takes K's B.
14. Q. R. P. takes Q's Kt.	14. Kt. to K. R's 4th
15. P. to K. Kt's 4th.	15. Kt. to K. B's 5th.*
16. Q. Kt. takes Kt.	16. K. P. takes Kt.
17. K. to K. Kt's 2nd.	17. P. to Q. Kt's 4th.
18. K. R. to K. R's sq.	18. Q. B. to Q. Kt's 2nd.
19. Kt. to K. B's 3rd.	19. K. B. to K's 2nd.
20. Q. to Q's 2nd.	20. K. B. to K. B's 3rd.
21. Q. B. takes K's B.	21. Q. takes B.
22. P. to K. R's 4th.	22. Q. R. to Q's sq.
23. P. to K. Kt's 5th.	23. P. takes K. Kt's P.
24. P. takes K. Kt's P.	24. Q. to Q's 3rd.
25. K. R. to K. R's 4th.	25. B. takes K's P.†
26. Q's P. takes B.	26. Q. takes Q.
27. Kt. takes Q.	27. Q's R. takes Kt.
28. Q. R. to K. R's sq.	28. P. to K. B's 4th.
29. P. to K. Kt's 6th.	29. P. to K. B's 6th (ch.)‡
30. K. to K. Kt's 3rd.	30. P. to K. B's 5th (ch.)
31. K. to K. Kt's 4th.	

And White wins.

GAME XXXIII.—Between Messrs. Greenaway and Medley, consulting together, against Mr. Brien, Mr. T. A. Worrell, and another amateur.

WHITE. (Messrs. G. and M.)	BLACK. (Messrs. B., W., and —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. P. to Q's 4th.
5. K B. takes P.	5. Q. Kt. takes Q. Kt's P.
6. K. B to Q. Kt's 3rd.	6. K. Kt. to K. B's 3rd.
7. Q. to K's 2nd.	7. Castles.
8. Castles,	8. Q. B. to K. Kt's 5th.
9. Q. B. to Q. Kt's 2nd.	9. Q. to K's 2nd.
10. P. to K. R's 3rd.	10. Q. B. takes K's Kt.

---

* What did Black hope to gain in return for doubling his Pawns?

† This move loses the game. Black forgot that White would have the move after the exchange of Queens. The best play perhaps is 25. P. to K. B's 4th.

‡ There is nothing to be done at this point.

11. Q. takes Q's B.	11. Q. R. to Q's sq.
12. P. to Q's 3rd.	12. Q. Kt. to Q. B's 3rd.
13. Kt. to Q's 2nd.	13. P. to K. R's 3rd.
14. Kt. to Q. B's 4th.	14. K. Kt. to K. R's 2nd.
15. Kt. to K's 3rd.	15. B. takes Kt.
16. K. B's P. takes B.	16. K. to his R's sq.*
17. P. to Q. R's 4th.	17. Q. Kt. to Q. R's 4th.
18. Q. B. to Q. R's 3rd.	18. P. to Q. B's 4th.
19. K. B. to Q's 5th.	19. P. to K. B's 4th.
20. Q. to K. Kt's 3rd.	20. K. B. P. takes K's P.†
21. K. B. takes K's P.	21. K. Kt. to K. B's 3rd.
22. Q. to K. Kt's 6th.	22. K. Kt. takes K's B.
23. Q. takes K's Kt.	23. Q. to her 3rd.
24. K. R. takes K's R. (ch.)	24. R. takes K's R.
25. P. to Q's 4th.	25. K. P. takes Q's P.
26. K. P. takes Q's P.	26. Q. to K. B's 5th.
27. Q. takes Q.	27. R. takes Q.
28. B. takes Q. B's P.	28. P. to Q. Kt's 3rd.
29. B. to Q. Kt's 4th.	29. Kt. to Q. B's 3rd.

The game was given up as equal.

Chapter VI.

THE TWO KNIGHTS' DEFENCE.

GAME THE FIRST.—("Handbook," p. 141.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to K. B's 3rd.
4. K. Kt. to Kt's 5th.	

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* Did the second players, when they made their previous moves, reckon upon moving their Q. R. to Q's 3rd at this stage of the game?

† Variation—

	20. K. Kt. to K. B's 3rd.
21. K. R. takes K. B's P.	21. K. Kt. takes K's B.
22. K. R. takes K's R. (ch.)	22. Q. takes K's R.
23. K. P. takes K's Kt.	23. R. takes P.
24. P. to K's 4th.	24. R. to Q's 5th.
25. Q. takes K's P.	25. R. takes Q. R's P.
26. R. to K. B's sq.	

With the advantage.

4. P to Q's 3rd presents no difficulty and leads to a perfectly equal game.

	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to Q. R's 4th.

For the result of 5. K Kt takes Q's P, see "Handbook."

6. B. to Q. Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. Q. Kt's P. takes P.
8. Q. to K. B's 3rd.	

This is usually accounted White's best move.

If 8. R to K's 2nd, or 8. B to Q R's 4th 8. P. to K. R's 3rd, and Black soon obtains an advantage. See "Leitfaden."

	8. Q. to Q. Kt's 3rd.
9. B. to Q. R's 4th.	9. Q. B. to K. Kt's 5th (best)
10. Q. to K. Kt's 3rd.	10. P. to K. R's 3rd..
11. K. Kt. to K. B's 3rd.	11. Castles.

In an analysis of this opening in the "Chess Player's Chronicle," vol. iii., pp. 209-212, 11. P to K's 5th is recommended as the "most attacking move." It may be so, but the Pawn thus advanced appears weak, and White is enabled to exchange pieces and escape from his difficulties, while, after 11. Castles, White has to prepare for K B to Q's 3rd, which now becomes very dangerous. If White now Castles himself, he will be exposed to attack from the Pawns on the King's side; if he play—

12. Q. Kt. to Q. B's 3rd.	12. P. to K's 5th.
13. Kt. to K's 5th (or A.)	13. K. B. to Q's 3rd.
14. P. to K. R's 3rd.	14. Q. B. to K. B's 4th.

and Black wins a piece presently.

(A.)

13. Q's Kt. takes P.	13. Q. R. to K's sq.
14. K. Kt. to K's 5th.	14. Q. B. to K. B's 4th.
15. P. to K. B's 3rd.	15. Kt. to K. R's 4th.

and Black has far the better game.

If White play—

12. P. to Q's 3rd. 12. K. B. to Q's 3rd.

and Black has a strong game.

If—

12. K. B. to Q. Kt's 3rd.

Then—

12. Kt. takes K's B.

13. R's P. takes Kt. 13. K. B. to Q's 3rd.

and I still prefer Black's game.

If—

12. Kt. takes K's P. 12. K. B. to Q's 3rd.

13. Castles. 13. K. R. to K's sq. (or Q. to Q's 5th), &c.

And White must lose at least a piece.

GAME THE SECOND.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to K. B's 3rd.
4. K. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to Q. R's 4th.
6. P. to Q's 3rd.	

This move is given in the "Handbuch," and many players of distinction now consider that by adopting it White can successfully repel the strong counter-attack which Black obtains through 5. Q. Kt. to Q. R's 4th.

6. K. B. to Q. B's 4th.

(If 6. P. to K's 6th 7. Q. to K's 2nd, &c.)

7. Castles.

This, perhaps, is White's best move; 7. Q. B. to K's 3rd. 7. P. to Q. R's 3rd 7. Q. to Q's 2nd, each tends to the advantage of the second player.

	7. Castles.
8. P. to Q. B's 3rd.	8. P. to K. R's 3rd.

If he capture the K's Bishop, White takes the Q's Knight, and will maintain the Pawn he has gained.

9. P. to Q. Kt's 4th.

If 9. K. Kt. to K. B's 3rd. 9. P. to K's 5th, and Black recovers his losses.

	9. K. R's P. takes Kt.
10. Q. Kt's P. takes B.	10. K. Kt. takes Q's P.
11. Q. B. takes K. Kt's P.	11. P. to K. B's 3rd.
12. K's B. takes Kt. (ch.)	12. Q. takes K's B.
13. B. to K's 3rd.	13. B. to K. B's 4th.

And the game is even.

GAME THE THIRD.—("Handbook," p. 144.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to K. B's 3rd.
4. K. Kt. to Kt's 5th.	4. K. Kt. takes K's P.
5. K. B. takes K. B's P. (ch.)	5. K. to K's 2nd.
6. P. to Q's 4th.	

(This is stronger than 6. P. to Q's 3rd as given in the "Handbook.")

	7. P. takes P. (or A, B, C, D, E, F.)
7. Q. to K's 2nd.	

And White wins.

(A.)

6. Kt. takes P. 7. P. to Q. B's 3rd. / Kt. to Q. B's 3rd. 8. B to Q's 5th, and wins.

(B.)

6. P. to Q's 4th. 7. P takes P., and wins a Pawn.

(C.)

6. P. to K. R's 3rd. 7. Kt takes Kt, K takes B. 8. P to Q's 5th, Kt. to K's 2nd.
9. Q to K. R's 5th (ch), and wins Pawn.

(D.)

6. P to Q's 3rd. 7. B. to Q's 5th, Kt. to K. B's 3rd. 8. Kt. to K. B's 7th, Q. to Q's 2nd.
9. B. to K. Kt's 5th, and wins.

(E.)

6. Kt. to Q's 3rd. 7. Kt. to K's 6th, and wins.

(F.)

6. Kt. to K. B's 3rd. 7. P takes P, kt takes P. 8. Q to K's 2nd, and wins.

*** The above Variations are from the "Chess Player's Chronicle," vol. iv., p. 176.

GAMES

ILLUSTRATIVE OF THE TWO KNIGHTS' DEFENCE.

Game I.—Between Messrs. Heydebrand and Staunton.

	WHITE. (Mr. S)	BLACK. (Mr. H.)
1.	P. to K's 4th.	P to K's 4th.
2.	Kt. to K. B's 3rd.	Kt to Q B's 3rd.
3.	K. B. to Q. B's 4th.	K. Kt. to B's 3rd.
4.	Kt. to Q. B's 3rd.*	B. to Q. Kt's 5th.
5.	Castles.	Castles.
6.	P. to Q's 3rd.	P. to Q's 3rd.
7.	B. to K. Kt's 5th.	B. takes Q's Kt.
8.	P. takes B.	B. to K's 3rd.
9.	B. to Q. Kt's 3rd.	P. to Q. R's 4th.
10.	P. to Q. R's 4th.	P. to K. R's 3rd.
11.	B. to K. R's 4th.	B. takes B.

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* The move of Kt. to K. Kt's 5th was formerly recommended for the first player at this point; that mode of attack, however, is now thought by many players hazardous and superficial.

12. P. takes B.	12. Q. to K's 2nd.
13. Kt. to K's sq.	13. P. to K. Kt's 4th.
14. B. to K. Kt's 3rd.	14. Q. R. to Q's sq.
15. P. to K. R's 4th.	15. P. to Q's 4th.
16. P. takes K. Kt's P.	16. K. R's P. takes P.
17. Q. to K. B's 3rd.	17. P. to Q's 5th.*
18. P. to Q. B's 4th.	18. K. to Kt's 2nd.†
19. Q. to K. B's 5th.	19. Kt. to K. R's 4th.
20. Kt. to K. B's 3rd.	20. P. to K. B's 3rd.
21. Q. to K. Kt's 4th.	21. K. R. to K. R's sq.
22. Kt. to K. R's 4th.	22. K. to B's 2nd.‡
23. Kt. to K. B's 5th.	23. Q. to K's 3rd.
24. B. to K. R's 2nd.	24. Q. R. to K. Kt's sq.
25. Q. to her sq.§	25. Kt. to K. B's 5th.
26. P. to K. Kt's 3rd.	26. Kt. to K. R s 6th (ch.)
27. K. to Kt's 2nd.	27. Q. Kt. to K's 2nd.
28. P. to K. Kt's 4th.	28. K. R. to K. R's 2nd.
29. K. R. to K. R's sq.	29. Q. R. to K. R's sq.
30. Q. to her 2nd.	30. Q. to Q. Kt's 3rd.
31. Q. to her B's 2nd.	31. Q. Kt. to K. Kt's 3rd.‖
32. K. to B's 3rd.¶	32. K. Kt. to K. B's 5th.
33. P. to Q. B's 5th.**	33. Q. to Q. R's 3rd.
34. B. takes Kt.	34. R. takes R.
35. R. takes R.	35. R. takes R.
36. B. to Q's 2nd.	36. Kt. to K. B's 5th.
37. B. takes Kt.	37. K. Kt's P. takes B.
38. K. to Kt's 2nd.	38. R. to K. R's 2nd.
39. P. to Q. Kt's 4th.††	39. P. takes P.
40 Q. to her Kt's 3rd (ch.)	40. Q. to K's 3rd.
41. Q. takes P.	41. K. to Kt's 3rd.
42. Q. takes Q. Kt's P.	42. K. to Kt's 4th.

---

* Well played, as it enables Black to bring his Queen's Kt. into speedy action.

† The command Black has of the King's Rook's file is all-important to him at this juncture.

‡ This also is well played.

§ To give freedom to his Knight, which at present has no escape.

‖ The oncoming of this second Knight renders White's game hopeless.

¶ He had two or three other modes of play, but none which could long ward off the impending blow.

** This attempt to divert the attack might have succeeded against a less wary and experienced opponent, but Mr. Heydebraud knows too well the value of a good position, ever to give it up while he can *possibly maintain his ground.*

†† By this move White gains a short-lived attack, but he has not force enough to sustain it long.

43. P. to Q. R's 5th.*	43. K. takes P.
44. P. to Q. R's 6th.	44. P. to K. B's 6th (ch.)
45. K. to Kt's sq.	45. Q. to Q. R's 7th, and wins.

GAME II.—Between the late Mr. E. Williams, and Mr. Wayte, of Cambridge.

WHITE. (Mr. W.)	BLACK. (Mr. E. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. Kt. to K. Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Kt. to Q. R's 4th.
6. B. to Q. Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. P. takes P.
8. Q. to K. B's 3rd.	8. Q. to Q. Kt's 3rd.
9. B. to Q. R's 4th.	9. Q B. to K. Kt's 5th.
10. Q. to K. Kt's 3rd.	10. K. B to Q. B's 4th.
11. Castles.	11. Castles on K's side.
12. B. to Q. Kt's 3rd.	12. P. to K. R's 3rd.
13. Kt. to K. B's 3rd.	13. Q's Kt takes B.
14. Q. R's P. takes Kt.	14. P. to K's 5th.
15. Kt. to K's 5th.	15. B. to K's 7th.
16. R. to K's sq.	16. Kt. to K. R's 4th.
17. Kt. to Q's 7th.	17. Q. to her sq.
18. Q. to K's 5th.	18. Q. takes Kt.
19. R. takes B.	19. Q. to K. Kt's 5th.
20. R. takes K's P.	

In this situation, which is remarkably interesting, Black by his next two moves acquired so decisive an advantage that his opponent resigned the game. The discovery of these moves we leave, as an instructive exercise, to the ingenuity of our young readers. The

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* Better, perhaps, to have played K. to B's 3rd, in which case the following variation was a probable one:—

43. K. to B's 3rd.	43. R. to K. R's 6th (ch.)
44. K. to Kt's 2nd.	44. K. takes P.
45. P. to K. B's 3rd (ch.)	45. R. takes P.
46. Kt. to K. R's 6th (ch.)	46. K. to Kt's 4th.
47. K. takes R., &c.	

Yet even here Black has the advantage.

experienced player will, of course, perceive the proper course of action without much trouble.

GAME III.—Between Messrs. Harrwitz and Withers.

WHITE. (Mr. H.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. K. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to Q. R's 4th.
6. K. B. to Q. Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. P. takes P.
8. K. B. to Q. R's 4th.	8. P. to K. R's 3rd.
9. K. Kt. to B's 3rd.	9. P. to K's 5th.
10. Q. to K's 2nd.	10. Q. B. to K's 3rd.
11. K. Kt. to Kt's sq.*	11. K. B. to Q. B's 4th.
12. P. to Q. B's 3rd.	12. Q. B. to Q. B's 5th.
13. Q. to Q's sq.	13. Q. to Q. Kt's 3rd.
14. K. Kt. to R's 3rd.	14. Q. Kt. to Kt's 2nd.
15. P. to Q. Kt's 4th.	15. K. B. to Q's 3rd.
16. P. to Q's 4th.	16. P. takes P. (in passing.)
17. Q. B. to K's 3rd.	17. Q. to Q. B's 2nd.
18. Q. Kt. to Q's 2nd.	18. Q. B. to R's 3rd.
19. Q. to K. B's 3rd.	19. Castles.
20. K's B. takes P.	20. Q. R. to Q. B's sq.
21. P. to Q. Kt's 5th.	21. Q. Kt. to R's 4th.
22. K. Kt. to B's 4th.	22. Q's Kt. takes B.
23. P. takes B.	23. Q. Kt. to K's 4th.
24. Q. to Q. Kt's 7th.	24. Q. takes Q. B's P.
25. Castles.	25. Q. R. to Q. B's 2nd.
26. Q. to Q. Kt's 3rd.	26. K. R. to Q. B's sq.
27. K. R. to Q. B's sq.	27. Q. takes Q.
28. Kt. takes Q.	28. P. to K. Kt's 4th.
29. K. Kt. to R's 3rd.	29. Q. Kt. to Q. B's 5th.
30. Q. B. to Q's 4th.	30. K. Kt. to Kt's 5th.
31. R. to Q's sq.	31. K. Kt. to K's 4th.†
32. P. to K. B's 4th.	32. P. takes P.

---

* The "Leitfaden" only mentions the very hazardous move of 11. K. Kt. to K's 5th, to which Black replies with 11. Q. to Q's 6th, and speedily gets the better game.

† Why not B. take K. R's P. (ch.)?

33. Kt. takes P.	33. K. Kt. to Kt's 5th.
34. P. to K. Kt's 3rd.	34. P. to Q's 7th.
35. Kt. takes P.	35. Kt. takes Kt.
36. R. takes Kt.	36. R. to Q. B's 7th.
37. Q. R. to Q's sq.	37. B. to Q. Kt's 5th.
38. R. takes R.	38. R. takes R.
39. P. to K. R's 3rd.	39. Kt. to R's 7th.*
40. R. to Q's 3rd.	40. R. takes Q. R's P.
41. B. takes Q. R's P.	41. R. takes R's P.
42. B. to K. B's 2nd.	42. R. to Q. R's 7th.
43. Kt. to K. Kt's 2nd.	43. K. to R's 2nd.
44. B. to Q's 4th.	44. R. to Q. R's sq.†

And White wins the Knight and the game.

Game IV.—Between Messrs. Mayet and Der Lasa.

White. (Mr. M.)	Black. (Mr. D. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. K. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to Q. R's 4th.
6. K. B. to Q Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. P. takes P.
8. K. B. to K's 2nd.	8. P. to K. R's 3rd.
9. K. Kt. to B's 3rd.	9. P. to K's 5th.
10. K. Kt. to Kt's sq.‡	10. K. B to Q. B's 4th.
11. K. to K. B's sq.	11. Castles.
12. P. to Q. R's 3rd.	12. Q. to Q's 5th.
13. Q. to K's sq.	13. Q. Kt. to Q. B's 5th.
14. Q. Kt. to Q. B's 3rd.	14. Q. B. to Q. R's 3rd.
15. P. to Q. Kt's 3rd.	15. K. Kt. to Kt's 5th.
16. K. B. takes Q's Kt.	16. Q. B. takes B. (ch.)
17. P. takes Q's B.	17. Kt. takes K. B's P.
18. K's Kt. to K's 2nd.	18. Q. to K. B's 3rd.
19. K. Kt. to K. B's 4th.	19. Kt. takes R.

---

* As the loss of the Knight is inevitable it would have been better to have given it up at once for the two Pawns on the Q. R's file, and then Black's Q. R's P. might have given some trouble.

† Had he played R. to Q's 7th, the game even now would have been drawn.

‡ There can be no doubt which has the best position at this point of the game, and it is questionable whether White, after 8, K. B. to K's 2nd can ever equalise the positions.

20. Q. takes K's P.*	20. K. R. to K's sq.
21. Q. to K. B's 3rd.	21. Q. to K. R's 5th.
22. Q. Kt. to K's 2nd.	22. Q. takes K. R's P.
23. P. to Q's 4th.	23. B. takes Q's P.
24. Q's Kt. takes B.	24. Kt. to Kt's 6th (ch.)
25. K. to B's 2nd.	25. Kt. to K's 5th (ch.)
26. K. to K's 2nd.	26. Kt. to Kt's 4th (dis. ch.)

And wins.

GAME V.—Between Messrs. Smith and Simons.

WHITE. (Mr. Smith)	BLACK. (Mr. Simons.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. K. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to R's 4th.
6. K. B. to Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. P. takes P.
8. Q. to K. B's 3rd.	8. Q. to Q. Kt's 3rd.†
9. K. B. to Q. R's 4th.	9. Q. B. to Kt's 5th.
10. Q. to K. Kt's 3rd.	10. P. to K. R's 3rd.
11. K. Kt. to B's 3rd.	11. K. B. to Q's 3rd.
12. P. to K. R's 3rd.‡	12. K. Kt. to K's 5th.
13. Q. takes B.	13. Kt. takes K. B's P.
14. Q. takes K. Kt's P.	14. Kt. takes R.
15. P. to Q's 4th.§	15. Castles.
16. Q. takes K. B's P.	16. Q. to Q. Kt's 5th (ch.)
17. Q. Kt. to B's 3rd.	17. P. takes P.
18. P. to Q. R's 3rd.	18. K. R. to K's sq. (ch.)
19. K. to B's sq.	19. Kt. to K. Kt's 6th (ch.)‖
20. K. to Kt's sq.	20. Q. to Q. Kt's 3rd.
21. Q. Kt. to Q's 5th.¶	21. Q. to Q. B's 4th.
22. Q. B. to K. B's 4th.	22. K. Kt. to K's 7th (ch.)
23. K. to B's 2nd.	23. Q. takes Kt.**
24. Q. takes Q.	24. P. takes Q.

---

* This looks very dangerous, as tending still further to expose the White King and to bring the hostile Rooks into action.

† The "Leitfaden" gives Q. to Q. B's 2nd, but Q. to Q. Kt's 3rd seems preferable.

‡ Q. Kt. to Q. B's 3rd would be better, before P. to K. R's 3rd.

§ He evidently cannot take the Rook.

‖ Scarcely so good as Q. to Q. B's 4th.

¶ Well played.

** P. to Q's 6th (dis. ch.) would have been more decisive.

25. B. takes B.	25. K. R. to K's 3rd.
26. R. to K's sq.	26. Q's R. takes B.
27. R. takes Kt.	27. R. to K's 5th.
28. R. to Q's 2nd.	28. Kt. to Q. B's 5th.
29. R. takes P.	29. Kt. takes P.
30. B. to Q. Kt's 3rd.	30. R. takes R.
31. Kt. takes R.	31. Kt. to Q's 8th (ch.)
32. K. to K's 2nd.	32. Kt. to B's 6th (ch.)
33. K. to Q's 3rd.	33. Kt. to K's 5th.
34. B. takes Q's P.	34. Kt. to K. B's 7th (ch.)
35. K. to B's 4th.	35. Kt. to Q's 8th.
36. K. to B's 5th.	36. R. to Q R's 3rd.
37. Kt to Kt's 5th.	37. Kt. to K's 6th.
38. P. to Q. B's 4th.	38. K. to Q's 2nd.
39. P. to K. Kt's 4th.	39. Kt. to Q. B's 7th.

And Black finally won the game.

Game VI.—Between Mr. Weil and a Polish Amateur.

White. (Mr. W.)	Black. (Mr. Z.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B to Q B's 4th.	3. K. Kt. to B's 3rd.
4. Kt. to K. Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Q. Kt. to R's 4th.
6. K. B. to Q. Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. P. takes P.	7. P. takes P.
8. K. B. to K's 2nd.*	8. P. to K. R's 3rd.
9. K. Kt. to B's 3rd.	9. P. to K's 5th.
10. K. Kt. to K's 5th.†	10. Q. to Q's 5th.
11. Kt. to K. Kt's 4th.	11. Q. B. takes Kt.
12. B. takes B.	12. P. to K's 6th.
13. B. to K. B's 3rd.	13. P. takes P. (ch.)
14. K. to B's sq.	14. Castles (on Q's side).
15. Q. to K's 2nd.	15. B. to Q. B's 4th.
16. P. to Q. B's 3rd.	16. Q. to Q. R's 5th.
17. P. to Q's 4th.	17. Kt. to Q. Kt's 6th.
18. Q. to Q. B's 2nd.	18. K. R to K's sq.
19. K. takes P.	19. Kt. takes B.
20. Q. takes Q.‡	20. Mate in four moves.

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* After this move White must get a bad game.
† Perhaps Kt. to Kt's sq. is rather better.
‡ Losing the game at once.

GAME VII.—Between Mr. Morphy and Mr. Maude. (Being one of eight played by the former blindfold and simultaneously against eight members of the London Chess Club.)

WHITE. (Mr. Morphy.)	BLACK. (Mr. Maude.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. K. Kt. to B's 3rd.	3. Q. Kt to B's 3rd.
4. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Kt. to Q. R's 4th.
6. P. to Q's 3rd.	6. P. to K's 5th.
7. Q to K's 2nd.	7. Q to K's 2nd.
8. Kt. takes K's P.	8. Kt. takes Kt.
9. P. takes Kt	9. Q. to Kt's 5th (ch.)
10. Kt to Q's 2nd.	10. Kt. takes B.
11. Q. takes Kt.	11. Q. to Q Kt's 3rd.
12. Castles.	12. B. to Q's 2nd.
13. P. to Q R's 4th.	13. P. to Q. B's 3rd.
14. Kt. to K. B's 3rd.	14. B. to Q's 3rd.
15 B to K's 3rd.	15. Q. to B's 2nd.
16. Q. to Q's 4th.	16. P. to K. B's 3rd.
17. P. to Q. B's 4th.	17. P. to Q. B's 4th.
18. Q. to Q's 3rd.	18. B. to K. Kt's 5th.
19. Kt. to Q's 2nd.	19. B. takes K. R's P. (ch.)
20. K. to R's sq.	20. B. to K B's 5th.
21. P. to K Kt's 3rd.	21. B. takes B.
22. Q. takes B.	22. K. to Q's 2nd.
23. P. to K. B's 4th.	23. P. to Q. Kt's 3rd.
24. P. to K's 5th.	24. P. to K B's 4th.
25. Kt. to K. B's 3rd.	25. B. takes Kt. (ch.
26. Q. takes B.	26. P. to K. R's 4th.
27. Q. R. to Q's sq.	27. Q. to Q's sq.
28. P. to Q's 6th.	28. R. to Q. Kt's sq.
29. K. R. to K's sq.	29. K. R. to R's 3rd.
30. P. to K's 6th (ch.)	30. R. takes P.
31. R takes R	31. K. takes R.
32. Q. to Q's 5th (ch.)	32. K. to B's 3rd.
33. R. to K's sq.	33. P. to K. Kt's 3rd.
34. R. to K's 7th.	

And wins.

Chapter VII.

KNIGHT'S GAME OF RUY LOPEZ.

GAME THE FIRST.—("Handbook," p. 147, &c.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. K. Kt. to B's 3rd.
4. Q. to K's 2nd.	

In the "Handbook" it is stated that 4. P. to Q's 4th. 4. P to Q's 3rd 4. Q Kt to Q B's 3rd. 4. Castles, lead only to an even game. But examine the following Variations, I, II, III, IV. After White's move 4. Q. to K's 2nd, the following is now considered the best defence:—

4. P. to Q. R's 3rd.

5. K. B. to Q. R's 4th.

If 5. B takes Kt. / Q's P. takes B. 6. Kt takes K's P. / Q. to Q's 5th, and Black recovers the Pawn.

	5. P. to Q. Kt's 4th.
6. B. to Q. Kt's 3rd.	6. K. B. to Q. B's 4th.
7. P. to Q. R's 4th.	

(If 7. K B to Q's 5th. / Q. to K's 2nd. 8. P. to Q B's 3rd. / Q B. to Kt's 2nd. 9. Castles / P. to Q's 3rd. 10. P to Q's 4th. / B to Q Kt's 3rd. The game is even. At his 7th move Black could also take the Bishop with his Knight, and then play Q. Kt. to Q. Kt's 5th without danger.)

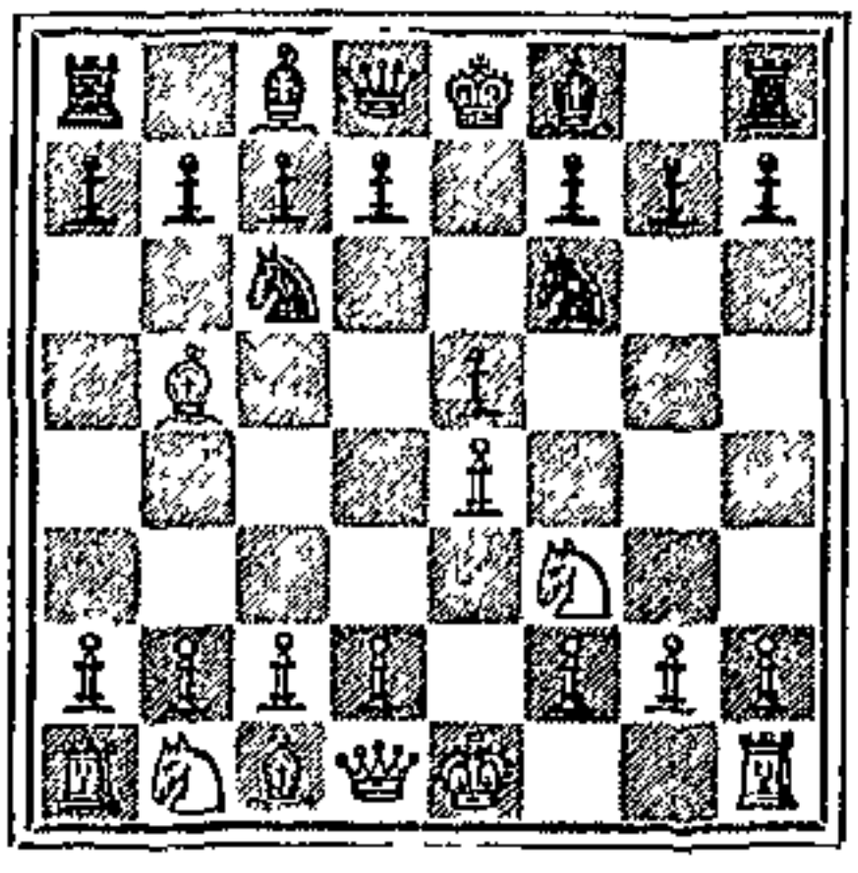
	7. Q. R. to Q. Kt's sq.
8. P. takes P.	8. P. takes P.
9. Q. Kt. to Q. B's 3rd.	9. P. to Q. Kt's 5th.
10. Q. Kt. to Q's 5th.	10. Castles.
11. Castles.	11. P. to Q's 3rd.
12. P. to K. R's 3rd.	12. Q. B. to K's 3rd.

The German "Handbuch" dismisses the game at this stage as even. White has perhaps a slight advantage.

Variations on White's 4th move.

I.

BLACK.



WHITE.

4. P. to Q's 4th. 4. P. takes P. (or A.)
5. P. to K's 5th. 5. K. Kt. to Q's 4th.

Can White now obtain any superiority?

(A.)

4. Q. Kt takes Q's P. or (B.)
5. Kt. takes Kt. 5. P. takes Kt.
6. Q. takes P.

(If 6. $\frac{\text{P. to K's 5th.}}{\text{P. to Q. B's 3rd.}}$ 7. $\frac{\text{P. takes Kt.}}{\text{Q. to Q. R's 4th (ch)}}$ 8. $\frac{\text{P. to Q. B's 3rd.}}{\text{Q takes K's B.}}$ 9. $\frac{\text{Q. takes Q's P.}}{\text{P. takes P.}}$ 10. $\frac{\text{Q. takes K B's P.}}{\text{K. R to K. Kt's sq.}}$ the game is equal. Perhaps in this variation White would do better at move 7 to Castle instead of capturing the Knight, *e.g.* 7. $\frac{\text{Castles.}}{\text{Kt. to Q's 4th,}}$ 8. $\frac{\text{Q. takes Q's P.}}{\text{Kt. to Q. B's 2nd.}}$ 9. $\frac{\text{K B. to Q. B's 4th.}}{\text{P. to Q's 4th.}}$ 10. $\frac{\text{P. takes P. in passing}}{\quad}$, and White has a slight advantage in position.)

6. P. to Q. B's 3rd.
7. K. B. to Q. B's 4th. 7. P. to Q's 4th.

(He may also play 7. $\frac{\quad}{\text{P. to Q. Kt's 4th}}$.)

8. P. takes P.	8. Kt. takes P.
9. Kt. to Q. B's 3rd.	9. Q. B's to K's 3rd.
10. B. takes Kt.	10. B. takes B.
11. Kt. takes B.	11. Q. takes Kt.
12. Q. takes Q.	12. P. takes Q.

And White has the better game.

(B.)

	4. K. Kt. takes K's P.
5. P. to Q's 5th.	5. K. Kt. to Q's 3rd.
6. K's B. takes Kt.	6. Q. Kt's P. takes B.
7. P. takes P.	7. P. to K's 5th.
8. K. Kt. to Q's 4th.	8. P. takes P.
9. Kt. takes P.	9. Q. to Q's 2nd.

The game is about equal.

II.

4. P. to Q's 3rd.	4. K. B. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Q. to K's 2nd (best.)

(If 5. $\frac{\text{P. to Q's 3rd.}}{}$ 6. $\frac{\text{P. to Q's 4th.}}{\text{P. takes P.}}$ 7. $\frac{\text{P. takes P.}}{\text{B. to Q. Kt's 5th (ch)}}$ 8. $\frac{\text{K. to B's sq}}{}$, and White gains a Pawn.)

6. Castles.	6. Castles.
7. P. to Q's 4th.	7. K. B. to Q. Kt's 3rd.
8. Q. B. to K. Kt's 5th.	8. P. to Q's 3rd.
9. K. B. takes Q's Kt.	9. P. takes B.
10. P. takes P.	10. P. takes P.
11. Q. to Q. R's 4th.	11. P. to K. R's 3rd.
12. B. to K. R's 4th.	12. Q. B. to Q. Kt's 2nd.
13. Q. Kt. to Q's 2nd.	13. P. to K. Kt's 4th.
14. B. to K. Kt's 3rd.	14. Kt. to Q's 2nd.
15. Q. Kt. to Q. B's 4th.	15. P. to K. B's 3rd.

The "Handbuch" dismisses the opening as an equal game; but I prefer White's position.

III.

4. Q. Kt. to B's 3rd.	4. K. B. to Q. Kt's 5th.
5. Q. Kt. to Q's 5th or (C.)	5. K. Kt. takes Kt.
6. P. takes Kt.	6. Kt. to Q's 5th.

7. Kt. takes Kt.	7. P. takes Kt.
8. Q. to K's 2nd (ch.)	8. Q. to K's 2nd.

Equal game.

(C.)

5. K. B. takes Q's Kt.	5. Q's P. takes B.
6. K. Kt. takes K's P.	6. K. B. takes Q's Kt.
7. Q. Kt's P. takes B.	7. Kt. takes K's P.
8. Q. to K's 2nd.	8. Q. to Q's 4th.
9. P. to K. B's 4th.	9. Castles.
10. P. to Q. B's 4th.	10. Q. to Q's 5th.
11. Q. R. to Q. Kt's sq.	11. Kt. to Q's 3rd.
12. P. to Q's 3rd.	12. P. to K. B's 3rd.
13. Kt. to K. B's 3rd.	13. Q. to Q. B's 4th.
14. B. to K's 3rd.	14. Q. to Q. R's 4th (ch.)
15. B. to Q's 2nd.	15. Q. to K. R's 4th.
16. Castles.	16. K. R. to K's sq.
17. Q. to K. B's 2nd.	17. P. to Q. B's 4th.

The game is even.

IV.

4. Castles.	4. K. Kt. takes P.
5. K. R. to K's sq.	5. K. Kt. to K. B's 3rd.
6. K's Kt. takes P.	6. Q's Kt. takes Kt.
7. R. takes Kt. (ch.)	7. K. B. to K's 2nd.
8. Q. to K's sq.	8. P. to Q. B's 3rd.
9. K. B. to Q. R's 4th.	9. P. to Q's 3rd.
10. R. to K's 3rd.	10. Q. B. to K's 3rd.

And Black's position is fully as good as yours.

If White play 6. $\frac{\text{K B takes Kt.}}{\text{Q's P. takes B}}$ 7. $\frac{\text{R. takes P. (ch)}}{\text{B. to K's 2nd}}$, then as shewn in the "Handbuch," Black obtains a better opened game. You may, however, perhaps with advantage play—

6. K's B. takes Kt.	6. Q's P. takes B.
7. K. Kt. takes K's P.	7. K. B. to K's 2nd.
8. Q. to K's 2nd.	8. Q. B. to K's 3rd.
9. P. to Q's 3rd.	

and as Black cannot safely Castle your game appears to be preferable.

It is noteworthy that Black for his 3rd move has several modes of play besides those pointed out in the "Handbook," for example:—3. P. to Q's 3rd. 3. K. B. to Q's 3rd. 3. K. Kt. to K's 2nd., and 3. P. to K. B's 4th. Suppose—

IN THE FIRST PLACE.

	3. P. to Q's 3rd.
4. B. takes Kt. (ch.)	4. P. takes B.
5. P. to Q's 4th.	5. P. takes P.
6. Q. *takes* P.	6. P. to Q. B's 4th.
7. Q. to Q's 3rd.	

White has the better game.

SECONDLY.

	3. K. B. to Q's 3rd.
4. P. to Q. B's 3rd.	4. P. to Q. R's 3rd.
5. K. B. to Q. R's 4th.	5. P. to Q. Kt's 4th.
6. K. B. to Q. Kt's 3rd.	6. K. Kt. to K. B's 3rd.
7. Castles.	7. Q. Kt. to Q. R's 4th.
8. P. to Q's 4th.	8. Q. Kt. takes K's B.
9. Q. takes Kt.	9. Q. to K's 2nd.
10. Q. B. to K. Kt's 5th.	

Black has a somewhat constrained game.

THIRDLY.

3. K. Kt. to K's 2nd.

The object of this defence is to avoid the doubling a Pawn if White take the Q's Kt. with his Bishop; as he is not compelled, however, to capture the Knight, the immediate effect *of Black's move is to shut in his own pieces, and allow his* opponent to develope his game without hinderance. See the "Chess Player's Chronicle" for 1855, pp. 282-308, 384, 389.

FOURTHLY.

3. P. to K. B's 4th.

4. P. takes P.

White will be able to maintain the Pawn now gained by careful play. Perhaps, however, his best course instead of taking the Pawn is to move—

4. Q. to K's 2nd.

by which he wins a Pawn without any risk or difficulty, thus,—

	4. P. takes P.
5. B. takes Kt.	5. Q's P. takes B.
6. Q. takes K's P.	6. K. B. to Q's 3rd.
7. Kt. takes K's P.	7. Q. to K's 2nd.
8. P. to Q's 4th.	

and White has a Pawn more, without any disadvantage of situation.

GAMES

ILLUSTRATIVE OF RUY LOPEZ'S KNIGHT'S GAME.

GAME I.—Between Messrs. Harrwitz and Lowenthal.

WHITE. (Mr. L.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. K. Kt. to B's 3rd.
4. Castles.	4. K. B. to Q's 3rd.
5. R. to K's sq.	5. P. to Q. R's 3rd.
6. K. B. to Q. R's 4th.	6. P. to Q. Kt's 4th.
7. B. to Q. Kt's 3rd.	7. Kt. to Q. R's 4th.
8. P. to Q's 4th.	8. Kt. takes B.
9. Q. R's P. takes Kt.	9. Q. to K's 2nd.
10. B. to K. Kt's 5th.	10. P. to K. R's 3rd.
11. B. to K. R's 4th.	11. B. to Q. Kt's 2nd.
12. Q. Kt. to Q's 2nd.	12. P. to Q. B's 4th.
13. Q. B. to K. Kt's 3rd.	13. Q. B's P. takes P.
14. Kt. takes Q's P.	14. P. to K. Kt's 3rd.
15. K. Kt. to K. B's 3rd.	15. Kt. to K. R's 4th.
16. Q. Kt. to K B's sq.	16. Kt. takes B.
17. K. R's P. takes Kt.	17. Castles, on K's side.
18. Q. to Q's 2nd.	18. Q. R. to Q. B's sq.
19. Q. R. to Q's sq.	19. R. to Q. B's 3rd.
20. Q. takes K. R's P.	20. B. to Q. B's 2nd.

21. Q. Kt. to K's 3rd.	21. B. to Q's sq.
22. Q. Kt. to Q's 5th.	22. Q. to K's sq.
23. K. Kt. to K. Kt's 5th.	23. B takes Kt.
24. Q takes B.	24. K. to Kt's 2nd.
25. Kt. to K's 3rd.	25. R. to K's 3rd.
26. Kt. to K. B's 5th (ch.)	26. K. to Kt's sq.
27. Kt. to Q's 6th.	27. Q. to Q. Kt's sq.
28. Kt. takes B.	28. Q. takes Kt.
29. Q R. to Q's 5th.	29. P. to Q's 3rd.
30. K. R. to Q's sq.	30. Q. to Q. B's 2nd.
31. P. to Q. B's 3rd.	31. K. to Kt's 2nd.
32. Q. R. takes Q's P.	32. P. to K. B's 3rd.
33. Q R. to Q's 7th (ch.)	33. R. to K. B's 2nd.
34. Q's R. takes Q.	34. P. takes Q.
35. K. R. to Q's 7th.	35. R. takes R.
36. R. takes R. (ch.)	36. K. to B's 3rd.
37. K. to B's sq.	37. R. to Q. B's 3rd.
38. K. to K's 2nd.	38. K. to K's 3rd.
39. R. to Q's 5th.	39. R. to Q. B's sq.
40. P. to K. Kt's 4th.	40. R. to K. R's sq.
41. P. to Q B's 4th.	41. P. takes P.
42. P. takes P.	42. R. to Q. Kt's sq.
43. R. to Q's 2nd.	43. P. to Q. R's 4th.
44. K to Q's sq.	44. R. to Q. Kt's 5th.
45. R. to Q. B's 2nd.	45. K. to Q's 3rd.
46. P. to Q B's 5th (ch.)	46. K. to Q. B's 3rd.
47. P. to K. B's 3rd.	47. R. to Q. Kt's 4th.
48. K. to Q's 2nd.	48. R. takes Q. B's P.
49. R. to Q. B's 3rd.	49. K. to Q. Kt's 4th.
50. R. to Q's 3rd.	50. P. to Q. R's 5th.
51. R. to Q's 6th.	51. R. to Q. B's 3rd.
52. R. to Q's 5th (ch.)	52. R. to Q. B's 4th.
53. K. to Q's 3rd.	53. K. to Q. Kt's 5th.
54. R. takes R.	54. K. takes R.
55. K. to Q. B's 3rd.	55. K to Q. Kt's 4th.
56. P. to Q. Kt's 4th.	56. K. to Q. B's 3rd.
57. K. to Q. Kt's 2nd.	57. K. to Q. Kt's 3rd.
58. K. to Q. R's 3rd.	58. K. to Q. Kt's 4th.
59. P. to K. Kt's 3rd.	

And White wins.

GAME II.—Between Messrs. Heydebrand and Staunton.

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. K. Kt. to B's 3rd.

4.	Q. to K's 2nd.*	4.	P. to Q. R's 3rd.
5.	B. to Q. R's 4th.	5.	P. to Q. Kt's 4th.
6.	B. to Q. Kt's 3rd.	6.	B. to Q. B's 4th.
7.	P. to Q. B's 3rd.	7.	Castles.
8.	P. to Q's 3rd.	8.	P. to Q's 3rd.
9.	B. to K. Kt's 5th.	9.	B. to K's 3rd.
10.	Q. Kt. to Q's 2nd.	10.	Q. to K's 2nd†
11.	B. to Q's 5th.	11.	B. to Q's 2nd.‡
12.	K. Kt. to K. R's 4th.	12.	Q. R. to Q. Kt's sq.
13.	K. Kt. to K. B's 5th.	13.	Q. to her sq.§
14.	P. to Q. Kt's 4th.	14.	B. to Q. Kt's 3rd.
15.	Q. to K. B's 3rd.‖	15.	B. takes Kt.
16.	P. takes B.	16.	Q. Kt. to K's 2nd.
17.	K. B. to Q. Kt's 3rd.	17.	P. to Q's 4th.¶
18.	B. takes K's Kt.	18.	P. takes B.
19.	Castles on K's side.	19.	Q. to her 2nd.
20.	P. to K. Kt's 4th.	20.	K. to R's sq.
21.	K. to R's sq.	21.	P. to Q. B's 3rd.
22.	K. R. to K. Kt's sq.	22.	K. R. to K. Kt's sq.
23.	K. Kt. to K. B's sq.	23.	P. to Q. R's 4th.
24.	P. to Q. R's 3rd.	24.	Q. to her 3rd.
25.	Kt. to K. Kt's 3rd.	25.	B. to Q. B's 2nd.
26.	K. R. to K. Kt's 2nd.	26.	Q. R. to Q. R's sq.
27.	Kt. to K. R's 5th.	27.	P. takes Q. Kt's P.
28.	Q. B's P. takes P.	28.	P. to K. R's 3rd.**

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* Castling at this moment is perhaps in some respects preferable to playing the Queen thus.

† This was imprudent, and subjected Black to a great deal of embarrassment.

‡ Taking the Bishop would have been very injurious to Black's game.

§ If he had taken the Knight, White's attack must soon have become resistless.

‖ This looks a better move than it turns out.

¶ Black has extricated himself cleverly enough from the thraldom he was in.

** Black plays too defensively here. Instead of this move, he should, we think, at once have marched on with the King's Pawn. Had he done so his adversary would have been sorely troubled to escape without some loss of position. For suppose—

28. P. to K's 5th.

29. P. takes P.

The best move apparently, for if he play his Queen to K's 3rd, Black may take the K. B's P. with his Kt., and must then win.

29. Q. to K's 4th.

30. Q. R. to Q. R's 2nd.

Again this appears the best move, for if he play this Rook elsewhere Black can take the Q. R's P., &c.

29. Q. to K's 3rd.	29. K. to R's 2nd.
30. Q. to Q. B's 5th.	30. K. R. to Q's sq.*
31. Q. to her B's sq.	31. B. to Q. Kt's 3rd.
32. Q's R. to his 2nd.	32. Q. R. to his 3rd.
33. K. R. to K's Kt's 3rd.	33. B. to Q's 5th.
34. K's R. to his 3rd.	34. Kt. to K. Kt's sq.†
35. Kt. to K. Kt's 3rd.	35. K. to Kt's 2nd.‡
36. Kt. to K. R's 5th (ch.)	36. K. to B's sq.
37. P. to K. B's 4th.§	37. K. R. to K's sq.
38. P. to K. Kt's 5th.	38. K. P. takes K. B's P.
39. P. takes K. R's P.	39. Kt. takes P.‖
40. Kt. takes P. at K. B's 4th.	40. Kt. takes P.
41. K. R. to K. R's 8th (ch.)	41. K. to his 2nd.
42. Q. R. to K's 2nd (ch.)	42. B. to K's 4th.
43. Kt. takes Q's P. (ch.)	43. Q. takes Kt. (ch.)¶
44. B. takes Q.	44. R. takes K's R.
45. Q. to K. B's 4th.**	45. P. takes B.
46. R. takes B. (ch.)	46. P. takes R.
47. Q. takes P. (ch.)	47. K. to Q's 2nd.
48. Q. takes R.	48. R. takes Q. R's P.
49. Q. to K's 5th.	49. Kt. to Q's 3rd.
50. Q. takes Q's P.	50. R. to Q. R's 5th.
51. Q. to her 4th.	51. K. to K's 3rd.
52. P. to K. R's 4th.	52. R. to Q. R's 3rd.
53. K. to R's 2nd.	53. Kt. to K. B's 4th.

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	30. P. takes P.
31. Q. to K. Kt's 3rd.	31. Kt. to Q's 4th.

And Black has the better situation.

* It is evident that exchanging Queens would have cost him a Pawn.

† Black's situation is now quite secure, and he has time to prosecute the attack he has long been preparing for his opponent.

‡ Apprehensive of White's playing his Kt. to K's 4th, for the purpose of attacking the K. B's P., &c. Such an attack, however, would hardly have compensated for the sacrifice of the Cavalier.

§ Bold; but in White's present situation timidity would ensure defeat.

‖ Black was compelled to take this Pawn. If he had ventured to play the Bishop to K's 6th, White would have taken off the Bishop with his Rook, and then have advanced the K. R's P. to Queen.

¶ Few players could have resisted taking the Kt. with the Queen, for Black appears to get so full an equivalent for her as to render victory sure. It would have been wiser, nevertheless, to have left the Knight alone, and have moved the King to Q's 2nd. If he had taken the Kt. with the Q. B's Pawn, White, it is clear, would have got the best of the struggle.

** This is the saving clause. Any other move than the Queen thus would have lost the game.

54. Q. to Q. B's 5th.*	54. Kt. to Q's 3rd.
55. K. to K. R's 3rd.	55. R. to Q. R's 6th.
56. Q. to K's 3rd (ch.)	56. K. to K. B's 4th.
57. Q. to K. B's 2nd (ch.)	57. K. to K's 3rd.
58. Q. to K's 2nd (ch.)	58. K. to K. B's 4th.
59. Q. to K. B's sq. (ch)	59. K. to K's 3rd.
60. Q. to K's 2nd (ch.)	60. K. to B's 4th.
61. P. to K. R's 5th.	61. Kt. to Q. B's 5th.†
62. Q. to K. B's 3rd (ch.)	62. K. to Kt's 4th.
63. Q. to K Kt's 4th (ch.)	63. K. to B's 3rd.
64. Q. to K B's 3rd (ch.)	64. K. to Kt's 4th.
65. Q. takes K. B's P.	65. R. takes P. (ch.)
66. K. to Kt's 2nd.	66. R. to Q's 7th (ch.)
67. K. to B's sq.	67 R. to Q's 3rd.
68. Q. to K's 8th.	68. R. to K. B's 3rd (ch.)
69. K. to his 2nd.	69. R. to Q. Kt's 3rd.
70. K. to Q's 3rd.	70. R. to Q's 3rd (ch.)
71. K. to Q. B's 3rd.	71. R. to Q. Kt's 3rd.
72. K. to Q's 4th.	72. R. to Q's 3rd (ch.)
73. K. to Q. B's 5th.	73. R. to K. B's 3rd.
74. Q. takes Q. Kt's P.	74. Kt. to Q's 3rd.‡
75. Q. to Q. Kt's 8th.	75. Kt. to K's 5th (ch.)
76. K. to Q's 4th.	76. Kt. to Q's 3rd.
77. K. to Q's 5th.	77. Kt. to K. B's 2nd.
78. P. to Q. Kt's 5th.	78. K. takes K. R's P.
79. P. to Q. Kt's 6th.	

And Black has no longer any defence.

GAME III.—Between Messrs. Bird and Anderssen.

WHITE. (Mr. B.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. K. Kt. to B's 3rd.
4. P. to Q's 4th.	4. Q. Kt. takes P.
5. Kt. takes Kt.	5. P. takes Kt.
6. P. to K's 5th.	6. Kt. to K's 5th.
7. Castles.	7. Q. to K. R's 5th.

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* Great care is still required to prevent Black's escaping with a drawn battle.

† It was impossible to prevent his gaining possession of this square.

‡ If he had given check with his Rook at K. B's 4th, White, the young player may be told, would have won easily, by gaining the two pieces for his Queen.

8.	P. to K. Kt's 3rd.*	8.	Q. to K. R's 6th.
9.	K. B. to K's 2nd.	9.	P. to Q's 4th.
10.	P. takes P. (*en passant*).	10.	K's B. takes P.
11.	Q. takes P.	11.	Q. B. to K. B's 4th.
12.	Q. Kt. to B's 3rd.	12.	Castles on Q's side.†
13.	Q. takes Q. R's P.‡	13.	Kt. takes Kt.
14.	P. takes Kt.	14.	P. to Q. B's 3rd.
15.	Q. B. to K's 3rd.	15.	B. to K's 5th.
16.	Q. to R's 8th (ch.)	16.	K. to Q's 2nd.
17.	Q. takes P. (ch.)	17.	K. to K's sq.
18.	P. to K. B's 3rd.	18.	B. takes K. Kt's P.
19.	R. to K. B's 2nd.	19.	B. takes R. (ch.)§
20.	B. takes B.	20.	B. to Q's 4th.
21.	P. to Q. B's 4th.	21.	B. to K's 3rd.
22.	Q. takes Q. B's P. (ch.)	22.	K. to K's 2nd.
23.	Q. B. to B's 5th (ch.)	23.	K. to B's 3rd.
24.	Q. to Q. B's 7th.	24.	K. to Kt's 3rd.
25.	K. to R's sq.	25.	P. to K. R's 3rd.
26.	R. to K. Kt's sq. (ch.)	26.	K. to R's 2nd.
27.	R. to K. Kt's 3rd.	27.	Q. to R's 4th.
28.	B. to Q's 3rd (ch.)	28.	B. to B's 4th.
29.	Q. to K's 5th.	29.	P. to K. Kt's 3rd.
30.	Q. to K. B's 6th.	30.	K. R. to K. Kt's sq.
31.	Q. takes B's P. (ch.)	31.	R. to Kt's 2nd.
32.	Q. to K. B's 6th.	32.	Q. R. to Q's 2nd.
33.	B. to Q's 4th.	33.	Q. R. to K's 2nd.
34.	P. to Q. B's 5th.	34.	B. takes B.
35.	P. takes B.	35.	P. to K. Kt's 4th.
36.	P. to Q. B's 6th.	36.	R. to K's 8th (ch.)
37.	B. to K. Kt's sq.	37.	R. to K. B's 2nd.
38.	Q. to Q's 8th.	38.	R. takes K. B's P.
39.	P. to Q. B's 7th.	39.	R. takes R.
40.	Q. to Q's 7th (ch.)	40.	K. to Kt's 3rd.
41.	Q. to Q's 6th (ch.)	41.	K. to B's 2nd.
42.	Q. takes R.	42.	R. to K's sq.
43.	Q. to B's 2nd (ch.)	43.	K. to Kt's sq.
44.	Q. to Q. B's 5th.		

And Black resigns.‖

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* If 8. $\frac{\text{Q. takes P.}}{\text{K. B. to Q. B's 4th}}$ and White gets into trouble.

† In order to win the Queen, if White should be tempted to take the Kt. The springe, however, is too obvious, and Black lays himself open to a formidable attack.

‡ The right move.

§ He has nothing better, and his attack is now at an end.

‖ If 44. $\frac{\text{Q. to K. Kt's 5th.}}{}$ 45. $\frac{\text{Q. to Q's 5th (ch)}}{}$, and play as Black will White must win.

GAME IV.—Between Mr. Kenny and a Polish player consulting, against Messrs. Brien and Worrell.

WHITE. (Messrs. K. and —)	BLACK. (Messrs. B. and W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3 K. Kt. to K's 2nd.
4. Castles.	4. K. Kt. to Kt's 3rd.
5. P. to Q. B's 3rd.	5. P. to Q. R's 3rd.
6. B. to Q. R's 4th.	6. P. to Q's 3rd.
7. B. takes Kt. (ch.)	7. P. takes B.
8. P. to Q's 4th.	8. P. to K. B's 3rd.
9. B. to K's 3rd.	9. K. B. to K's 2nd.
10. Q Kt. to Q's 2nd.	10. Castles.
11. P. to K. R's 3rd.	11. P. to Q's 4th.
12. K. Kt. to K. R's 2nd.*	12. K. P. takes Q's P.
13. Q B's P. takes P.	13. P. to Q. B's 4th.
14. P. takes Q's P.	14. P. takes P.
15. B. takes P.	15. Q. B. to Q. Kt's 2nd.
16. P. to Q's 6th.	16. Q. takes P.
17. Q. Kt. to Q. B's 4th.	17. Q to Q. B's 3rd.
18. Q. Kt. to K's 3rd.	18. Kt. to K. B's 5th.†
19. Q. to K. Kt's 4th.	19. K. B. to Q's 3rd.‡
20. P. to K. R's 4th.	20. P. to K. R's 4th.
21. Q. to Q's sq.	21. Kt. takes K. Kt's P.
22. P. to K. B's 3rd.	22. Kt. takes K. R's P.
23. Q. R. to Q. B's sq.	23. K. B takes K's Kt. (ch.)
24. K. takes K's B.	24. Kt. takes P. (ch.)
25. K. to K. Kt's 2nd.	25. Kt. to K. R's 5th (double ch.)
26. K. to K. R's 3rd.	26. Q. to K's 5th.
27. Q. R. takes Q. B's P.	27. Q. B. to Q. B's sq. (ch.)
28. K. to K. R's 2nd.	28. B. to K. Kt's 5th.
29. Q. to Q. Kt's 3rd (ch.)	29. K. to K. R's sq.
30. Q. to Q. Kt's 7th.	30. Q. takes B.
31. Q. R. takes K. Kt's P.	31. P. to K. B's 4th.
32. Q. R. to K. R's 7th (ch.)	32. K. to K. Kt's sq.
33. Q. to Q. B's 7th.	33. Q. R. to K's sq.
34. K. R. to K. B's 4th.	34. Q. takes P. (ch.)
35. K. to K. Kt's 3rd.	

And Black gave mate in three moves.

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* A loss of time.

† This appears to be their best move.

‡ If 10. Q. to K's 6th. 20. Kt to K. B's 6th.

GAME V.—Between Messrs. Smith and Bird.

WHITE. (Mr. S.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. K. B. to Q's 3rd.*
4. P. to Q. B's 3rd.	4. K. Kt. to K's 2nd.
5. P. to Q's 4th.	5. K. Kt. to K. Kt's 3rd.
6. Castles.	6. Castles.
7. Q. Kt. to Q's 2nd.	7. P. to Q. R's 3rd.
8. K. B to Q. R's 4th.	8. P. to Q. Kt's 4th.
9. B. to Q. Kt's 3rd.	9. Q. Kt. to K's 2nd.
10. P. to Q. R's 4th.	10. P. to Q. B's 3rd.
11. Q. R's P. takes P.	11. Q. B's P. takes P.
12. P. to Q. B's 4th.	12. Q. B. to Kt's 2nd.†
13. P. to Q. B's 5th.	13. K. B. to B's 2nd.
14. P. to Q's 5th.	14. P. to Q's 3rd.‡
15. P. to Q. B's 6th.	15. Q. B. to B's sq.
16. Q. to Q. B's 2nd.	16. P. to K. B's 4th.
17. K. R. to K's sq.	17. P. takes P.
18. Q. Kt takes P.	18. Q. B. to K. B's 4th.
19. Q. B. to K. Kt's 5th.	19. P. to K. R's 3rd.
20. B. takes Kt.	20. Q takes B.
21. Q. to Q B's 3rd.	21. K. to R's 2nd.§
22. Q. R to Q's sq.	22. P. to Q. R's 4th.
23. B. to Q. R's 2nd.	23. P. to Q. R's 5th.
24. Q. to Q. B's 2nd.	24. Q B. to K. Kt's 5th.
25. Q. R. to Q's 3rd.	25. Kt. to K. B's 5th.
26. Q. R. to Q. R's 3rd.	26. K. to R's sq.
27. B. to Q. Kt's sq.‖	27. Q. B. to K. B's 4th.
28. Q. to Q's 2nd.	28. K. B. to Q. R's 4th.¶
29. P. to Q. Kt's 4th.	29. B. to Q. Kt's 3rd.
30. P. to K. Kt's 3rd.	30. Kt. to K. R's 6th (ch.)
31. K. to Kt's 2nd.	31. Q's B. takes Kt.
32. B. takes B.	32. Kt. takes K. B's P.
33. B. to Q. Kt's sq.	33. P. to K. Kt's 4th.
34. Q. R. to Q. B's 3rd.	34. Q. R. to R's 2nd.
35 Q. to Q. B's 2nd.	35. K. R. to B's 3rd.
36. Q. to K's 2nd.	36. P. to K. Kt's 5th.
37. Kt. to K. R's 4th.	37. Q. to K. B's 2nd.
38. Q. takes Q. Kt's P.	38. B. to Q's sq.

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* This move always gives the second player a very confined game.
† Better to have taken the Q. B's P.
‡ Highly imprudent.
§ K. to R's sq. would have saved a move.
‖ Threatening mate.
¶ The object of this move apparently was to get a passed Pawn on the Q. R's file.

39. K. R. to K. B's sq.	39. Kt. to K. R's 6th.
40. R. takes R.	40. Q. takes R.
41. Kt. to B's 5th.	41. P. to K's 6th.
42. P. to Q. B's 7th.	42. R. takes P.
43. Q. to K's 8th (ch.)	43. K. to R's 2nd.
44. R. takes R. (ch.)	44. B. takes R.
45. Q. takes K's P.	45. Q. to Q. Kt's 7th (ch.)
46. B. covers.	46. Kt. to K. Kt's 4th.
47. Q. to K's 7th (ch.)	

Black resigns.

GAME VI.—Between Messrs. Lowe and Simons.

WHITE. (Mr. L.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. P. takes P.
5. Kt. takes P.	5. Q. B. to Q's 2nd.
6. K's B. takes Kt.	6. P. takes B.
7. Castles.	7. K. B. to K's 2nd.
8. P. to K. B's 4th.	8. Kt. to K. B's 3rd.
9. P. to K's 5th.*	9. Kt. to Q's 4th.
10. P. to Q. B's 4th.	10. Kt. to Q. Kt's 3rd.
11. P. to Q. Kt's 3rd.	11. Castles.
12. K. Kt. to K. B's 3rd.	12. P. to Q's 4th.
13. Q. Kt. to Q's 2nd.	13. K. B. to Q. B's 4th (ch.)
14. K. to R's sq.	14. Q. B. to K. B's 4th.
15. Q. to K's 2nd.†	15. P. takes P.
16. Q. Kt. to K's 4th.	16. B. to Q's 5th.
17. K. R. to Q's sq.	17. Q's B. takes Kt.
18. Q. takes B.	18. B. takes R.
19. R. takes Q.	19. Q's R. takes R.
20. Q. to K's sq.	20. P. takes P.
21. P. takes P.	21. R. to Q's 6th.
22. B. to R's 3rd.	22. K. R. to Q's sq.
23. B. to Q's 6th.‡	23. B. to Q. B's 6th.
24. Q. to K's 2nd.	24. R. to Q's 4th.
25. Q. to Q. B's 2nd.	25. P. takes B.
26. Q. takes B.	26. R. to Q's 8th (ch.)

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* This was not judicious as Black is not obliged to take the Pawn, and if White takes, he breaks up his centre, and undoubles Black's Pawns.

† Very bad. From this point Black has the game all his own way.

‡ Desperate; but the best move he has.

27. Kt. to Kt's sq.	27. P. takes P.
28. P. takes P.	28. Kt. to Q's 4th.
29. Q. takes Q. B's P.	29. Kt. to K. B's 5th.
30. Q. to K. B's 3rd.	30. P. to K. Kt's 4th.
31. P. to K. Kt's 3rd.*	31. Kt. to R's 6th.

White resigns.

Game VII.—Between Major Jaenisch and Captain Kennedy.

White. (Capt. K.)	Black. (Major J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.
4. K. B. to Q. R's 4th.	4. Kt. to K. B's 3rd.
5. Castles.	5. P. to Q. Kt's 4th.
6. K. B. to Q. Kt's 3rd.	6. K. B. to Q. B's 4th.
7. Kt. takes K's P.	7. Kt. takes Kt.
8. P. to Q's 4th.	8. K. B. takes P.
9. Q. takes B.	9. Q. Kt. to Q. B's 3rd.
10. Q. to Q. B's 5th.	10. B. to Kt's 2nd.
11. P. to K's 5th.	11. P. to Q's 3rd.
12. P. takes P.	12. P. takes P.
13. R. to K's sq. (ch.)	13. Q. Kt. to K's 4th.
14. Q. to Q's 4th.	14. Castles.
15. Kt. to Q. B's 3rd.	15. Q. to Q. B's 2nd.
16. Kt. to Q's 5th.	16. Kt. takes Kt.
17. B. takes Kt.	17. K. R. to K's sq.
18. Q. B. to K. B's 4th.	18. Q. R. to Q's sq.
19. B. takes B.	19. Q. takes B.
20. B. takes Kt.	20. Q. to K's 2nd.†
21. P. to K. B's 4th.	21. P. takes B.
22. Q. to K's 3rd.	22. P. to K's 5th.
23. P. to Q. R's 4th.	23. Q. to Q. Kt's 5th.
24. Q. R's P. takes P.	24. P. takes P.
25. P. to Q. Kt's 3rd.	25. P. to K. B's 4th.‡

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* To anticipate objections which may be made to some of the illustrative games in this volume, it is proper to say that they have not unfrequently been chosen rather to exemplify peculiarities in the openings, than from their intrinsic excellence.

† If 20. P. takes B. 21. R. takes K's P., &c.

‡ If instead of 25. P. to K. B's 4th Black had moved 25. Q. R. to Q's 7th

White would have played 26. Q. takes K's P.

26. R. to Q. R's 7th.	26. Q. to Q's 7th.
27. R. to Q. B's 7th.	27. Q. to Q's 3rd.
28. R. to Q. B's 5th.*	28. Q. to Q's 2nd.
29. P. to Q. Kt's 4th.	29. Q. R. to Q. B's sq.
30. Q. to Q. Kt's 3rd (ch.)	30. K. to R's sq.
31. R. to Q's 5th.	31. Q. to Q. R's 2nd (ch.)
32. Q. to K's 3rd.	32. Q. takes Q. (ch.)
33. R. takes Q.	33. P. to K. Kt's 3rd.
34. Q. R. takes Q. Kt's P.	34. Q. R. takes Q. B's P.
35. Q. R. to Q. Kt's 7th.	35. K. R. to Q's sq.
36. P. to K. R's 4th.	36. K. R. to Q's 7th.
37. R. to K. Kt's 3rd.	37. K. R. to K's 7th.
38. P. to K. R's 5th.	38. P. to K's 6th.
39. P. takes K. Kt's P.	39. R. to K's 8th (ch.)
40. K. to R's 2nd.	40. P. takes P.
41. K. R. takes K. Kt's P.	41. K. R. to K's 7th.
42. Q. R. to Q. Kt's 5th.	42. Q. R. to Q. B's 2nd.
43. Q. R. takes K. B's P.	43. Q. R. to K. R's 2nd (ch.)
44. K. to K. Kt's 3rd.	44. Q. R. to K. Kt's 2nd.
45. R. takes R.	45. K. takes R.
46. P. to Q. Kt's 5th.	46. R. to K's 8th.
47. R. to K's 5th.	

And wins.

GAME VIII.—Between Messrs. Morphy and De Riviere.

WHITE. (Mr. de R.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.
4. K. B. to Q. R's 4th.	4. K. Kt. to K. B's 3rd.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to Q. B's 4th.
6. P. to Q's 3rd.	6. P. to K. R's 3rd.
7. Q. B. to K's 3rd.	7. B. takes B.
8. P. takes B.	8. P. to Q's 3rd.
9. Castles.	9. Castles.
10. B. takes Kt.	10. P. takes B.
11. Q. to K's sq.	11. B. to K's 3rd.
12. K. Kt. to K. R's 4th.	12. P. to K. Kt's 3rd.
13. Q. R. to Q's sq.	13. Q. to K's 2nd.
14. P. to Q's 4th.†	14. Q. R. to K's sq.
15. P. to K. R's 3rd.	15. B. to Q. B's 5th.
16. K. R. to K. B's 3rd.	16. P. takes Q's P.
17. Q's R. takes P.	17. B. to Q. Kt's 4th.

---

* Well played.

† Rather hazardous, as it leaves the K's P. very weak.

18. P. to Q. R's 4th.*	18. P to Q. B's 4th.
19. Q. R. to Q's 2nd.	19. B. to Q. B's 3rd.
20. Kt. to Q's 5th.	20. B. takes Kt.
21. P. takes B.	21. Kt. to K's 5th.
22. Q. R. to K's 2nd.	22. Q. to K's 4th.
23. P. to Q. B's 4th.	23. Q. R. to Q. Kt's sq.
24. K. R. to K. B's 4th.	24. K. R. to K's sq.
25. Kt. to K. B's 3rd.	25. Q. to K. Kt's 2nd.
26. Kt. to Q's 2nd.	26. Kt. takes Kt.
27. Q. takes Kt.	27. Q. R. to Q. Kt's 6th.
28. Q. to Q. R's 5th.	28. P. to K. B's 4th.
29. Q. takes Q. R's P.	29. Q. R. takes Q. Kt's P.
30. R. takes R.	30. Q. takes R.
31. Q. to Q. B's 6th.	31. R. takes P.
32. Q. takes P. at B's 7th.	32. R. to K's 8th (ch.)
33. K. to R's 2nd.	33. Q. to K's 4th.†
34. Q. to Q's 8th (ch.)	34. K to B's 2nd.
35. Q. to Q's 7th (ch.)	35. K. to B's 3rd.
36. Q. to Q's 8th (ch.)	36. Q. to K's 2nd.
37. Q. to K. R's 8th (ch.)	37. Q. to K. Kt's 2nd.
38. Q. to Q's 8th (ch.)	

Drawn game.

Chapter VIII.

SCOTCH GAMBIT.

GAME THE FIRST—("Handbook," p. 156.)

Variation.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. Kt. takes Q's P.
4. Kt. takes K's P.	4. Q. Kt. to K's 3rd.
5. P. to K. B's 4th.	

This move is a novelty invented by the well-known French player Mr. Laroche; the ordinary *coup* is 5. K. B. to Q. B's 4th.

---

* The manœuvring at this point to save and to win the K's P. is very pretty.

† After this move White cannot do more than draw the game.

In answer, Black may play 5. P. to Q's 3rd. 5. K. B to Q B's 4th. 5. Q. to K. B's 3rd. 5. K. B. to Q's 3rd, each of which must be examined.

IN THE FIRST PLACE.

	5. P. to Q's 3rd.
6. K. B. to Q. Kt's 5th (ch.)	6. P. to Q. B's 3rd.
7. Kt. takes Q. B's P.	7. Q. to Q. Kt's 3rd.
8. Kt. to Q's 4th (dis. ch.)	

White has the better game.

SECONDLY.

	5. K. B. to Q. B's 4th.
6. K. Kt. to K. B's 3rd.	

The retreat of the Knight is perhaps the most important feature in Mr. Laroche's ingenious variation. If in reply Black play 6. P. to Q's 3rd, then follows 7. P. to K B's 5th, and the attacked Knight is obliged to beat a servile retreat. If 6. K. Kt. to K. B's 3rd, again comes 7. P. to K. B's 5th, followed by 8. P. to K's 6th, and White has a manifest advantage. Suppose, however, he were to play,—

	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. to K. Kt's 3rd.
8. Q. Kt. to Q. B's 3rd.	8. K. B. to Q. Kt's 5th.
9. K. B. to Q's 3rd.	9. Q. takes K. Kt's P.
10. K. R. to K. Kt's sq.	

And White should win.

Perhaps in this last Variation Black would do better at his 8th move to play 8. P. to Q. B's 3rd; but then White would have a dangerous attack on his Queen by 9. K. Kt. to K. R's 4th, and 10. P. to K. Kt's 3rd.

THIRDLY.

	5. Q. to K. B's 3rd.
6. K. Kt. to K. Kt's 4th.	6. Q. to K. R's 5th (ch.)
7. P. to K. Kt's 3rd.	7. Q. to K. R's 4th.

8. K. B. to K's 2nd. 8. Q. to K. R's 6th.
9. K. Kt. to K. B's 2nd. 9. Q. to K. R's 3rd.
10. P. to K. B's 5th. 10. Q. Kt. to K. Kt's 4th.
11. P. to K. R's 4th.

White wins a piece.

FOURTHLY.

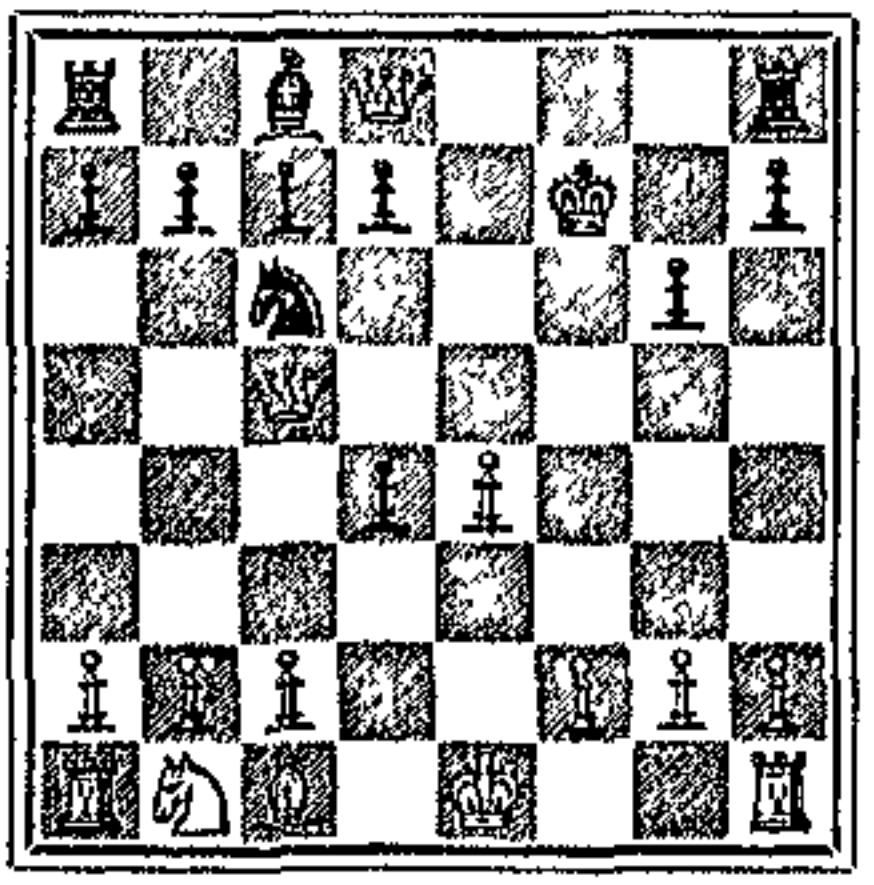
5. K. B. to Q's 3rd.
6. K. Kt. to Q's 3rd. 6. P. to Q. B's 3rd.
7. Q. B. to K's 3rd.

Threatening 8. P. to K's 5th, or 8. P. to K B's 5th, with a fine game.

GAME THE SECOND.—("Handbook," p. 160.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. K. Kt. to his 5th.	5. K. Kt. to K. R's 3rd, best.
6. Kt. takes K. B's P.	6. Kt. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Q. to K. R's 5th. (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	

BLACK.



WHITE.

In this position, the "Handbook" gives for Black's 9th move, P. to Q's 3rd, but a few years back Mr. Schumoff in Russia, and Mr. Cochrane in India almost simultaneously found out that 9. $\frac{\text{P. to Q's 4th}}{}$ was vastly superior, and the Cochrane-Schumoff defence has now effectually superseded the old and tamer one by 9. $\frac{\text{P. to Q's 3rd}}{}$. The following are a few of the most striking variations consequent on the adoption of 9. $\frac{\text{P. to Q's 4th}}{}$:—

I.

	9. P. to Q's 4th.
10. Q. takes Q's P. (ch.)	10. Q. takes Q.
11. P. takes Q.	11. K. R. to K's sq. (ch.)
12. K. to Q's sq.	12. Kt. to Q. Kt's 5th.
13. B. to Q's 2nd.	13. Kt. takes Q's P.
14. Kt. to Q. R's 3rd.	14. B. to K. B's 4th.
15. Kt. to Q. Kt's 5th.	15. Q. R. to Q's sq.
16. Kt. takes Q's P.	16. Kt. to K. B's 5th.

and Black has a winning attack. If White at this point capture the Bishop, then follows 17. K. R. to K's 7th, and the game cannot be saved.

II.

	9. P. to Q's 4th.
10. P. takes P.	10. K. R. to K's sq. (ch.)
11. K. to Q's sq.	

(If 11. K. to B's sq., then comes 11. P. to Q. Kt's 3rd, forcing the Queen to retreat to Q. R's 3rd, and afterwards 12. Q. takes Q's P., &c.)

	11. K. R. to K's 4th.
12. P. to Q. B's 4th.	12. Q. to K. R's 5th.
13. Q. to Q. R's 3rd.	13. B. to K. Kt's 5th (ch.)
14. P. to K. B's 3rd.	14. Q. to K. B's 7th.
15. B. to Q's 2nd.	15. Q. takes K. Kt's P.

And wins.

III.

This Variation is from the German "Handbuch :"

9. P. to Q's 4th.

10. Castles.	10. P. takes P.
11. P. to Q. B's 3rd.	

(White's best move. If Black advance the Q's Pawn, the Queen gives check at Q. B's 4th, and then takes the K's P.)

	11. B. to K's 3rd.
12. P. to K. B's 3rd.	

(This is evidently a bad move. White should rather take Pawn with Pawn, and, on the Queen retaking, play Q. to K. Kt's 5th. To prevent this move of the Queen, Black would probably do better to play 11. B. to K. B's 4th.)

	12. P. to K's 6th.
13. Q. B's P. takes P.	13. P. to K's 7th.
14. R. to K's sq.	14. Q. takes P. (ch.)
15. Q. takes Q.	15. Kt. takes Q.
16. Q. Kt. to Q. R's 3rd.	16. K. R. to K's sq.
17. Q. B. to K's 3rd.	17. Kt. to K. B's 4th.
18. R. takes P.	18. B. takes Q. R's P.

The result of White's Castling at move 10, appears to be that he obtains a rather better position than his adversary, but hardly sufficient attack to compensate for the Pawn sacrificed. Possibly White would do better if at move 9 he were to check the King before taking the Bishop, for example :—

9. Q. to Q's 5th (ch.)	9. K. to Kt's 2nd (best.)
10. Q. takes B.	10. P, to Q's 4th.
11. P. to Q. Kt's 4th.	11. P. takes K's P.
12. B. to Q. Kt's 2nd.	

And Black will find it difficult to sustain his centre Pawns.

VARIATION II.—("Handbook," p. 161.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. takes P.

(Black may also play 6. Q. to K. B's 3rd.)

7. Q's Kt. takes P. 7. Q. B. to K's 3rd.

(It is better for him to play 7. K. Kt. to K's 2nd, but I give the move 7. Q. B. to K's 3rd, to show the best mode of taking advantage of it.)

8. B. takes B. 8. P. takes B.
9. Q. to Q. Kt's 3rd. 9. Q. to Q. B's sq.
10. Q. B. to K's 3rd.

This effectually prevents Black from playing his Kt. to Q's 5th. For its ulterior consequences see the game between Mr. Von Jaenisch and the author, in the "Book of the Tournament," p. 372.

In the "Handbook" the present Variation proceeds from White's 7th move as follows:—

7. Q's Kt. takes P. 7. K. Kt. to K's 2nd.
8. K's Kt. to his 5th.

Note, however, that White may also play with advantage 8. Q. B. to K. Kt's 5th, as in a Consultation game given at the end of this chapter, p. 225.

8. Q. Kt. to K's 4th.

and Black is said to have at least as good a game as White has. An accomplished amateur suggests that White may now obtain a fine attack by moving,—

9. Q. to K. R's 5th. 9. P. to K. Kt's 3rd.
10. Q. to K. R's 6th.

If Black now capture the Bishop, my friend observes, truly, that the first player wins by 11. Q to K. Kt's 7th; but suppose he move,—

10. K. B. to Q's 5th.

11. K. B. to Q. Kt's 3rd.

(I see no better play for White.)

11. K. Kt. to his sq.

12. Q. to K. R's 4th. 12. P. to K. R's 3rd.

And Black I apprehend must win.

VARIATION III.—("Handbook," p. 162.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. Kt. to K. B's 3rd.

By this move the "Handbuch" considers that Black can equalise the game: White may play in reply 5. Kt takes P., or 5. K. Kt. to K Kt's 5th, or 5. P. to K's 5th.

For the first of these moves see the "Handbook," p. 162.

For the second, Major Jaenisch in the "Chess Player's Chronicle" for 1850, p. 216, gives the following continuation:—

5. K. Kt. to K. Kt's 5th.	5. P. to Q's 4th, or (A.)
6. P. takes P.	6. Q. to K's 2nd (ch.)
7. K. to K. B's sq.	7. Q. Kt. to K's 4th.
8. Q. takes P.	8. P. to K. R's 3rd.
9. K. Kt. to K's 4th.	

And White has gained a Pawn.

(A.)

5. Q. Kt. to K's 4th.

6. K. B. to Q. Kt's 3rd.

This is White's best play; if 6. Q. takes P. / Q's Kt. takes B. 7. Q. takes Q's Kt. / P. to Q's 4th and the game is equal.

	6. P. to K. R's 3rd (best)
7. Q. takes P.	7. P. takes Kt.
8. Q. takes Kt. (ch.)	8. Q. to K's 2nd.
9. Q. takes Q. (ch.)	9. K's B. takes Q.
10. Q's B. takes P.	10. Kt. takes P.
11. Q. B. takes K's B.	11. K. takes B.

And White has the advantage in position.

In the third place you may play—

5. P. to K's 5th.

And this I believe to be your strongest move.

5. P. to Q's 4th.

If 5. K. Kt. to K. Kt's 5th. 6. K. B. takes K. B's P. (ch.) K. takes K's B. 7. K. Kt. to K. Kt's 5th (ch.) K. to K. Kt's sq. 8. Q. to K. B's 3rd, and White must win, as the Queen threatens mate by checking at three different squares, and Black cannot guard them all.

6. K. B. to Q. Kt's 5th. 6. K. Kt. to K's 5th.
7. K. Kt. takes P.

And White has the better game.

VARIATION IV.—("Handbook," p. 163.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. Q. to K. B's 3rd.
5. Castles.	5. P. to Q's 3rd.

(On this move of Black's the "Handbook" observes that "If he play 5. K. B. to Q. B's 4th, you answer with 6. P. to K's 5th, and upon 6. Q. to K. Kt's 3rd, or 6. Q. to K. B's 4th, you play 7. K. R. to K's sq." Black may, however, then play with some advantage 7. Q. to K. R's 4th. The position is the same as at p. 161 of the "Handbook," Variation II., where Black moves 5. Q. to K. B's 3rd, and the best play for White, as there pointed out, is 6. P. to Q. B's 3rd.)

GAME THE THIRD.—("Handbook," p. 164.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. Kt's 5th (ch.)
5. P. to Q. B's 3rd.	5. P. takes P.
6. Castles.	

Whether Black now play 6. P. to Q's 3rd, or 6. P. to Q. B's 7th, White can always bring about the same position. Thus:—

	6. P. to Q. B's 7th.
7. Q. takes P.	7. P. to Q's 3rd.
8. P. to Q. R's 3rd.	8. B. to Q. R's 4th.
9. P. to Q. Kt's 4th.	9. B. to Q. Kt's 3rd.
10. Q. to Q. Kt's 3rd.	10. Q. to K. B's 3rd.
11. Q. Kt. to Q. B's 3rd.	

and the position is the same as if Black had moved 6. P. to Q's 3rd. White's best reply to 6. P. to Q's 3rd, is, however, 7. P. takes Q. B's P., which resolves the game into the Cochrane attack, the situation being identical with that at p. 167, Variation I. of the "Handbook;" and the result being that White obtains a decisive advantage. In the "Handbook," where Black at his 8th move plays, B. to Q. B's 4th, it is remarked (p. 165, four lines from the bottom of the page)—"if he move 9. Q. Kt. to Q's 6th you take him, and afterwards take K. B's P. with your B. (ch.)"

This requires correction, for if—

	8. K. B. to Q. B's 4th.
9. P. to Q. Kt's 4th.	9. Q. Kt. to Q's 5th.
10. Kt. takes Kt.	10. B. takes Kt.
11. K. B. takes K. B's P. (ch.)	11. K. to B's sq.

And Black gains the exchange.

Your proper play when his Knight is moved to Q's 5th is as follows:—

	9. Q. Kt. to Q's 5th.
10. B. takes K. B's P. (ch.)	10. K. to K. B's sq.
11. Q. to Q's 3rd.	11. Q. to K. B's 3rd (best.)
12. K. B. to K. R's 5th, &c.	

GAME THE FOURTH.—("Handbook," p. 166.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K's B. checks.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. K. B. to Q. R's 4th.
7. P. to K's 5th.	7. K. Kt. to K's 2nd.

(Black's best move is 7. P. to Q's 4th, but your play when he moves as above, may be improved.)

8. Q. B. to Q. R's 3rd.	8. Castles.
9. Castles.	9. K. to K. R's sq.

In the "Handbook" you are told to play 10. K. R. to K's sq. You may, however, move 10. K. Kt. to Kt's 5th, effectively perhaps, *e.g.*,—

10. K. Kt. to Kt's 5th.	10. Q. Kt. takes K's P.
11. Kt. takes K. R's P.	11. K. takes Kt. (best.)

(If 11. Kt. takes B. 12. Q's B. takes Kt. Q. takes B. 13. Q. to K. R's 5th and wins.)

12. Q. to K. R's 5th (ch.)	12. K. to Kt's sq.
13. Q. takes Q's Kt.	13. Kt. to Q. B's 3rd.
14. Q. to K. R's 5th.	14. P. to Q's 3rd.
15. K. B. to Q's 3rd.	15. P. to K. Kt's 3rd.
16. K's B. takes P.	16. P. takes B.
17. Q. takes P. (ch.)	17. K. to K. R's sq.
18. Q. B. to Q. Kt's 2nd.	18. Kt. to K's 4th.
19. Q. to K. R's 6th (ch.)	19. K. to K. Kt's sq.
20. P. to K. B's 4th.	20. K. B. to Q. Kt's 3rd (ch.)
21. K. to K. R's sq.	21. R. to K. B's 3rd.
22. Q. to K. Kt's 5th (ch.)	22. K. to K. B's sq.
23. P. to Q. B's 4th.	23. Q. to K's 2nd.
24. Kt. to Q's 2nd.	

Having a good game.

GAMES

ILLUSTRATIVE OF THE SCOTCH GAMBIT.

Game I.—Between Messrs. Laroche and De Riviere.

WHITE. (Mr. L.)	BLACK. (Mr. de R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. Q's Kt. takes P.
4. K's Kt. takes P.	4. Q. Kt. to K's 3rd.
5. P. to K. B's 4th.	5. K. B. to Q. B's 4th.
6. K. B. to Q. B's 4th.	6. P. to Q's 3rd.
7. K. Kt. to Q's 3rd.*	7. K. Kt. to K. B's 3rd.
8. P. to K's 5th.	8. K. Kt. to K's 5th.
9. Q. to K. B's 3rd.	9. P. to Q's 4th.
10. K's Kt. takes B.	10. Q's Kt takes Kt.
11. K. B. to Q's 3rd.	11. Q's Kt takes B. (ch.)
12. P. takes Kt.	12. Kt. to Q. B's 4th.
13. P. to Q. Kt's 4th.	13. Kt. to K's 3rd.
14. B. to Q Kt's 2nd.	14. P. to Q B's 3rd.
15. Castles.	15. Q. to Q. Kt's 3rd (ch.)
16. K. to R's sq.	16. Castles
17. P to K. B's 5th. †	17. Kt. to Q's 5th.
18. Q. to K R's 5th. ‡	18. Kt. takes K. B's P.
19. K's R. takes Kt.	19. P. to K. Kt's 3rd
20. K. R to K Kt's 5th.	20. Q. to K. B's 7th.
21. Kt. to Q's 2nd.	21. Q. takes Kt.
22. B. to Q's 4th.	22. Q. takes Q. Kt's P.
23. B. to K. Kt's sq.	23. Q. to K's 2nd.
24. Q. to K R's 4th. §	24. K. to R's sq.
25. P. to K's 6th. ‖	25. P. to Q. B's 4th.
26. P. takes K B's P.	26. K's R. takes P.
27. R. to K's sq.	27. B. to K's 3rd.

---

* Checking with the Bishop at Q. Kt's 5th would not have been bad play.

† White has now an excellent game.

‡ Better perhaps to have taken the Knight. For suppose:—

18. $\frac{\text{R takes Kt}}{\text{Q takes B.}}$ 19. $\frac{\text{Q to K. Kt's 3rd.}}{\text{Q. takes Q's R.}}$ 20. $\frac{\text{P. to K. B's 6th.}}{\text{P. to K. Kt's 3rd.}}$

21. $\frac{\text{Q to K's 3rd.}}{\text{K. to R's sq.}}$ 22. $\frac{\text{Kt. to Q's 2nd.}}{\text{Q takes Q R's P.}}$ 23. $\frac{\text{Q to K R's 6th.}}{\text{K. R to K. Kt's sq}}$

24. $\frac{\text{Kt. to K B's 3rd}}{\quad}$, and wins.

§ Threatening to win the Queen.

‖ White plays very cleverly from this point to the finish.

28. Q. to K. R's 6th.	28. K. R. to K. B's 3rd.
29. K. R. takes Q's P.	29. P. to Q. Kt's 3rd.
30. K. R. to K's 5th.	30. Q. to Q's 2nd.
31. P. to Q's 4th.*	31. P. takes P.
32. K's R. takes B.	32. R. takes R.
33. R. takes R.	33. P. to Q's 6th.†
34. B. to K's 3rd.	34. Q. to Q. R's 5th.
35. R. to K's 7th.	

And Black surrendered.

GAME II.—Between three gentlemen selected from the Birmingham and Edgbaston Clubs in consultation, against Mr. Staunton.

WHITE. (The Allies.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. K. Kt. to his 5th.	5. K. Kt. to R's 3rd.
6. K's B. takes P. (ch.)	6. Kt. takes B.
7. Kt. takes Kt.	7. K. takes Kt.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 4th.‡
10. Q. takes P. (ch.)	10. Q. takes Q.
11. P. takes Q.	11. Kt. to Q. Kt's 5th.
12. K. to Q's sq.	12. B. to K. B's 4th.
13. Kt. to Q. R's 3rd.	13. P. to Q's 6th.§
14. P. takes P.	14. Kt. takes P. at Q's 6th.
15. K. R. to K. B's sq.	15. K. R. to Q's sq.
16. P. to Q. Kt's 3rd.	16. R. takes Q's P.
17. B. to Q's 2nd.	17. Q. R. to Q's sq.
18. K. to. K's 2nd.	18. Kt. to Q. B's 4th.
19. K. R. to Q's sq.	19. Kt. to K's 5th.‖
20. B. to K's sq.¶	20. Kt. to K. B's 3rd.
21. R. takes R.	21. Kt. takes R.
22. K. to K. B's sq.	22. B. to Q's 6th (ch.)
23. K. to K. Kt's sq.	23. P. to Q. Kt's 4th.**

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* Finely played.

† Taking the Rook would be immediately fatal.

‡ Far stronger than the old move of P. to Q's 3rd.

§ Better than taking off the Q's P. at once, as it keeps up the attack.

‖ Perhaps stronger than B. to Q's 6th (ch.)

¶ The better play.

** The White Knight is now fairly shut out of the game.

24. R. to Q. B's sq.	24. R. to K's sq.
25. Kt. to Q. Kt's sq.	25. P. to Q. B's 4th.
26. P. to K. R's 3rd.	26. P. to Q. B's 5th.
27. Kt. to Q. B's 3rd.*	27. R. takes B. (ch.)
28. R. takes R.	28. Kt. takes Kt.
29. P. takes P.	29. P. takes P.
30. P. to K. B's 3rd.	30. Kt. takes P.
31. R. to Q. R's sq.	31. Kt. to Kt's 5th.
32. R. takes P. (ch.)	32. K. to K's 3rd.
33. K. to B's 2nd.	33. P. to Q. B's 6th.
34. K. to K's 3rd.	34. B. to Q. Kt's 8th.

And Black wins.

Game III.—From the "Bombay Gazette."

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to B's 4th.	4. K. B. to B's 4th.
5. K. Kt. to Kt's 5th.	5. K. Kt. to R's 3rd.
6. K. B. takes B's P. (ch.)	6. Kt. takes B.
7. Kt. takes Kt.	7. K. takes Kt.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 4th.
10. Castles.	10. P. takes P.
11. Kt. to Q's 2nd.†	11. B. to K. B's 4th.
12. K. R. to K's sq.‡	12. K. R. to K's sq.
13. Kt. to Q. Kt's 3rd.§	13. R. to K's 4th.
14. Q. to Q. B's 4th (ch.)	14. R. to Q's 4th.
15. B. to K. Kt's 5th.	15. Q. to Q's 3rd.
16. B. to K. B's 4th.	16. P. to Q. Kt's 4th.‖
17. Kt. takes Q's P.	17. P. takes Q.
18. B. takes Q.	18. Kt. takes Kt.
19. B. takes Q. B's P.	19. Kt. takes Q. B's P.

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* A blunder; but the game in any case is lost.

† P. to Q. B's 3rd is the best move for White at this point.

‡ Here too P. to Q. B's 3rd seems preferable. Black's best reply would be, probably, K. R. to K's sq., but taking the Pawn or playing P. to Q's 6th, would further White's Game. Thus, if 12. $\frac{\text{P. to Q. B's 3rd.}}{\text{P. takes P.}}$

13. $\frac{\text{Q. to Q. B's 4th (ch.)}}{\text{B. to K's 3rd.}}$ 14. $\frac{\text{Q. takes Q. B's P.}}{\text{B. to Q's 4th.}}$ 15. $\frac{\text{P. to K. B's 3rd}}{\text{}}$, and White has a fine game. If 12. $\frac{\text{}}{\text{P. to Q's 6th.}}$ 13. $\frac{\text{Q. to Q. B's 4th (ch.)}}{\text{}}$, and he wins the K's P.

§ Even now P. to Q. B's 3rd seems better.

‖ Well played. After this White's position is lost.

20. Q. R. to Q's sq.	20. Kt. takes K's R.
21. R. takes R.	21. Kt. to Q's 6th.
22. P. to Q. Kt's 3rd.	22. P. to Q. B's 6th.
23. B. to R's 5th.	23. P. to Q. B's 7th.
24. B. to Q's 2nd.	24. R. to Q. B's sq.
25. P. to K. R's 3rd.	25. P. to B's 8th, Queens (ch.)
26. B. takes Q.	26. R. takes B. (ch.)
27. K. to R's 2nd.	27. Kt. takes P.

And wins.

GAME IV.—From the "Bombay Gazette."

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to B's 4th.	4. K. B. to B's 4th.
5. K. Kt. to his 5th.	5. K. Kt. to R's 3rd.
6. Kt. takes K. B's P.	6. Kt. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 4th.
10. P. takes P.	10. R. to K's sq. (ch.)
11. K. to K. B's sq.*	11. P. to Q. Kt's 3rd.†
12. Q. to Q. R's 3rd.‡	12. Q. Kt. to Kt's 5th.§
13. Q. takes Kt.	13. Q. takes Q's P.
14. B. to Q's 2nd.	14. B. to K. R's 6th ‖
15. R. to K. Kt's sq.¶	15. B. to K. Kt's 6th.
16. P. to K. B's 3rd.**	16. B. takes K. B's P.††

---

* Messrs. Schumoff and Jaenisch recommend K. to Q's sq. as the best move for White.

† The best move,—a suggestion of Mr. Cochrane.

‡ If 12. $\frac{\text{Q. takes Kt.}}{\text{B. to Q. R's 3rd (ch)}}$, &c.

§ This sacrifice is useless as the Queen now commands the K's sq.

‖ Ingenious.

¶ If P. to K. B's 3rd, mate follows in two moves.

** The best defence. For if 16. $\frac{\text{P. to K. R's 3rd.}}{\text{P. to Q. B's 4th.}}$ 17. $\frac{\text{Q. to Q. R's 3rd.}}{\text{Q. to Q. B's 5th (ch.)}}$ 18. $\frac{\text{Q. to Q's 3rd.}}{\text{B. to K's 7th (ch)}}$, and wins.

If 16. $\frac{\text{P. to Q. Kt's 3rd.}}{\text{B. to K's 7th (ch)}}$ 17. $\frac{\text{K. to K's sq.}}{\text{P. to Q. R's 4th.}}$ 18. $\frac{\text{Q. to Q. R's 3rd.}}{\text{B. to K. R's 4th (dis. ch.)}}$ 19. $\frac{\text{B. to K's 3rd (best.)}}{\text{P. takes B.}}$, and must win.

†† This enables White to exchange Queens. Better to have played thus—16. $\frac{}{\text{P. to Q. B's 4th.}}$ 17. $\frac{\text{Q. to Q. R's 3rd.}}{\text{Q. to K's 3rd.}}$ 18. $\frac{\text{Q. to Q's 3rd.}}{\text{B. to K. B's 4th}}$

17. Q. to Q. Kt's 3rd.
18. K. to B's 2nd.
19. Q. to K. B's 3rd (ch.)
20. K. takes Q.
21. R. to K's sq.
22. R. takes R.
23. P. to Q. R's 4th.
24. P. to K. Kt's 3rd.

17. B. to K's 7th (ch.)
18. B. to Q. B's 5th.
19. Q. takes Q.
20. R. to K's 7th.
21. Q. R. to K's sq.
22. R. takes R.
23. R. to K's 4th.

And after a few moves, the game terminated in favour of White.

Game V.—Between Messrs. Schumoff and Jaenisch.

Of the opening in this game Major Jaenisch remarks that "it seems to require a more satisfactory analysis. The greatest English authority (see the 'Chess Player's Handbook,' p. 161) pronounces in favour of the attack. The greatest German authority (see an article by Von der Laza in the 'Berliner Schachzeitung,' 1848, p. 79) holds a contrary opinion. In the hope to decide this question, Messrs. Schumoff and Jaenisch commenced a series of games at this opening, of which the following is one."

WHITE. (Mr. S.)	BLACK. (Major J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. K. Kt. to his 5th.	5. K. Kt. to R's 3rd.
6. Kt. takes K. B's P.	6. Kt. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 3rd.*
10. Q. to Q. Kt's 5th.	10. R. to K's sq.
11. Castles.	11. R. takes P.†
12. Q. to her 5th (ch.)	12. R. to K's 3rd.
13. B. to K. Kt's 5th.	13. Q. to K's sq.
14. P. to K. B's 4th.	14. K. to Kt's 2nd.

---

with a fine game; 17. P. to Q. B's 4th, or 17. Q. Kt. to B's 3rd, would be imprudent, because of Black's then playing Q. to K's 3rd

* It was subsequent to playing this game that Mr. Schumoff discovered that the move 9. P. to Q's 4th, was far preferable to

9. P. to Q's 3rd.

† This was an error.

15. P. to K. B's 5th.	15. R. to K's 4th.*
16. P. to K. B's 6th (ch.)	16. K. to R's sq.
17. P. to K. B's 7th.	17. K. to Kt's 2nd.
18. P. takes Q., becoming a Kt. (ch.)	18. R. takes Kt.
19. Q. to K. B's 7th (ch.)	19. K. to R's sq.
20. B. mates.	

GAME VI.—Between Prince Ouroussoff and Mr. Schumoff.

BLACK. (Mr. S.)	WHITE. (Prince O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th.	4. B. to Q. B's 4th.
5. K. Kt. to his 5th.	5. K. Kt. to K. R's 3rd.
6. Kt. takes K. B's P.	6. Kt. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 4th.†
10. Castles.	10. P. takes K's P.
11. P. to Q. B's 3rd.‡	11. K. R. to K's sq.§
12. P. takes P.	12. Q. takes P.
13. Q. to K. Kt's 5th.	13. B. to K. B's 4th.
14. B. to Q's 2nd.	14. Kt. to K's 4th.
15. B. to Q. B's 3rd.	15. Q. to Q's 3rd.
16. Q. to K. R's 6th.	16. Kt. to K. Kt's 5th.‖
17. Q. takes K. R's P. (ch.)	17. K. to K's 3rd.
18. Kt. to Q. R's 3rd.	18. K. R. to K's 2nd.¶
19. Q. to K. R's 4th.	19. Q. R. to Q's sq.**

---

* Fatal.

† Mr. Schumoff has in this instance to defend himself against his own variation.

‡ I believe this to be the best possible move, and one which effectually prevents the second player from establishing his Pawns in the centre.

§ If P. to Q's 6th, Black, as was shown before, would have checked with his Queen at her B's 4th, and then have taken the King's Pawn.

‖ The safer game was to retreat the King to Kt's sq., yet by opening the Rook's file there is promise of a fine attack.

¶ P. to K. Kt's 4th looks a good move, but Black may escape all danger to his Queen by playing her boldly to K. R's 3rd.

** I should have been inclined to move P. to K. Kt's 4th, following it with R. to K. R's 2nd, leaving Black to exchange Queens if he thought proper. By this line of operation, White would have been enabled to force an opening on the adverse King's side.

20. Kt. to Q. B's 4th.	20. Q. to Q. B's 4th.*
21. P. to K. R's 3rd.	21. Kt. takes K. B's P.
22. K's R. takes Kt.	22. Q. R. to Q's 4th.
23. P. to K. Kt's 4th.	23. K. R. to K. B's 2nd.
24. P. takes B. (ch.)	24. K's R. takes P.
25. Q. takes K's P. (ch.)	25. K. to B's 2nd.
26. Kt. to K's 3rd.	26. K's R. takes R.
27. Q. takes Q's R. (ch.)	27. Q. takes Q.
28. Kt. takes Q.	

And wins.

GAME VII.—Between Messrs. Millard and Wilkinson.

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. K's Kt. to his 5th.	5. K. Kt. to K. R's 3rd.
6. Kt. takes K. B's P.	6. Kt. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt's 3rd.
9. Q. takes B.	9. P. to Q's 4th.†
10. Castles.	10. P. takes P.
11. Kt. to Q's 2nd.	11. K. R. to K's sq.
12. Kt. to Q. Kt's 3rd.	12. K. R. to K's 4th.
13. Q. to her B's 4th (ch.)	13. B. to K's 3rd.
14. Q. to K's 2nd.	14. Q. to K. R's 5th.
15. B. to Q's 2nd.	15. R. to K. R's 4th.
16. P. to K. R's 3rd.	16. B. takes K. R's P.
17. P. takes B.	17. Q. takes K. R's P.
18. P. to K. B's 3rd.	18. P. to K's 6th.

And White surrendered.

---

* This fatal error costs a piece. He should have played P. to K. Kt's 4th; in any case, however, his game would have been inferior to his adversary's.

† This game is a good example of the vigorous attack obtained by the second player in the Schumoff-Cochrane defence of the "Scotch Gambit."

GAME VIII.—Between Messrs. Morphy and Kipping, the former playing without seeing board or men, and conducting seven other games at the same time.

WHITE. (Mr. M.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to B's 4th.	4. K. B. to B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. Q. to K. B's 3rd.
7. Q. B to K. Kt's 5th.	7. Q. to K. Kt's 3rd.
8. P. takes P.	8. Q. Kt. takes P.
9. Kt. takes Kt.	9. Q. takes B.
10. P. to K. B's 4th.	10. Q. to K. Kt's 3rd.
11. K. to R's sq.	11. Kt. to K. R's 3rd.
12. P. to K. R's 3rd.*	12. Q. B. takes K. R's P.
13. P. takes B.	13. Q. takes K's P. (ch.)
14. Q. to K. B's 3rd.	14. Q. takes K's Kt.
15. K. R. to K's sq. (ch.)	15. K. to Q's 2nd.
16. Kt. to Q. R's 3rd.	16. B. takes Kt.
17. B. to Q. Kt's 5th (ch.)	17. P. to Q. B's 3rd.
18. P. takes B.†	18. K. R. to K's sq.
19. Q. R. to Q. B's sq.	19. P. to Q's 4th.
20. Q. to Q. Kt's 3rd.	20. K. to Q. B's 2nd.
21. B. to Q's 3rd.	21. K. R. to K's 6th.
22. R. takes R.	22. Q. takes R.
23. R. to Q. Kt's sq.	23. Q. takes K. R's P. (ch.)
24. K. to K. Kt's sq.	24. P. to Q. Kt's 3rd.
25. R. to K's sq.	25. Q. to K. Kt's 6th (ch.)
26. K. to B's sq.	26. Q. takes P. (ch.)
27. K. to Kt's 2nd.	27. Q. to K. Kt's 4th (ch.)
28. K. to B's sq.	28. Kt. to Kt's 5th.
29. R. to K's 2nd.	29. Kt. to K's 6th (ch.)

And White resigned.

GAME IX.—Between Messrs. Staunton and Barnes, in consultation, against Mr. Lowenthal and one of the best players of the St. George's Club.

WHITE. (Messrs. S. and B.)	BLACK. (Mr. L. and ally.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.

---

* A slip. The only one Mr. Morphy was guilty of throughout the whole of this prodigious exploit.

† All this is very ingenious, but the loss of Pawns and exposure of his King, entailed by the slip at move 12, are irreparable.

4. K. B. to Q. B's 4th.	4. K B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. takes P.
7. Q's Kt. takes P.	7. K. Kt. to K's 2nd.
8. Q. B. to K. Kt's 5th.	8. P. to K. R's 3rd.
9. Q. B. to K. R's 4th.	9. P. to K. Kt's 4th.
10. Q. B. to K. Kt's 3rd.	10. K. Kt. to Kt's 3rd.
11. P. to K's 5th.	11. P. to K. Kt's 5th.
12. P. takes Q's P.	12. P. takes P.*
13. K. R. to K's sq. (ch.)	13. K. to B's sq.
14. K. Kt. to Q's 2nd.	14. K. Kt. to K's 4th.
15. K. B. to Q. Kt's 5th.†	15. Q. B. to K. B's 4th.
16. K. B. takes Q's Kt.	16. K. Kt. takes B.
17. K. Kt. to K's 4th.	17. Q. to Q's 2nd.
18. K. Kt. to K. B's 6th.	18. Q. to Q. B's 2nd.
19. Q. R. to Q. B's sq.‡	19. Kt. to Q. Kt's 5th.
20. Q. Kt. to Q's 5th.§	20. Kt. takes Kt.
21. Q. takes Kt.	21. Q. B. to K's 3rd.
22. Q. R. takes K's B.	22. P. takes R.‖
23. B. to Q's 6th (ch.)	23. K. to K. Kt's 2nd.
24. Q. to K's 5th.	24. Q. takes B.
25. Kt. to K's 8th (double ch.)	

And Black resigned.

Game X.—Between Messrs. Morphy and Boden.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. K. Kt. to B's 3rd.
7. P. takes P.	7. K. B. to Q. Kt's 3rd.¶

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* If 12. $\frac{\text{P. takes Kt.}}{}$ 13. $\frac{\text{Q. to Q's 5th}}{}$, recovering the piece with a winning attack.

† A killing retort.

‡ If 19. $\frac{\text{Q. to Q's 5th}}{}$, Black saves both Bishops by playing Kt. to Q's 5th.

§ Winning a piece perforce.

‖ This loses the Queen.

¶ The position is now that of the "Giuoco Piano," where it is arrived at as follows:—1. $\frac{\text{P. to K's 4th.}}{\text{P. to K's 4th.}}$ 2. $\frac{\text{K. Kt. to K. B's 3rd.}}{\text{Q. Kt. to Q. B's 3rd.}}$

8.	Q. Kt. to B's 3rd.	8.	Castles.
9.	P. to Q's 5th.	9.	Kt. to Q. R's 4th.*
10.	K. B. to Q's 3rd.	10.	P. to Q. B's 4th.
11.	Q. B. to K, Kt's 5th.†	11.	P. to K. R's 3rd.
12.	Q. B. to K. R's 4th.	12.	Q. B. to K. Kt's 5th.
13.	P. to K. R's 3rd.	13.	Q. B. to K. R's 4th.
14.	P. to K. Kt's 4th.	14.	Q. B. to K. Kt's 3rd ‡
15.	Q. to Q's 2nd.	15.	K. R. to K's sq.
16.	Q. R. to K's sq.	16.	K. B. to Q. B's 2nd.
17.	Q. Kt. to Q. Kt's 5th.	17.	K. to R's 2nd.
18.	Q's B. takes Kt.§	18.	P. takes B.
19.	Q's Kt takes B.	19.	Q. takes Kt.
20.	Q to Q. B's 3rd.	20.	Q. to Q's sq.
21.	Kt. to K. R's 4th.	21.	P. to Q. Kt's 3rd.
22.	P. to K. B's 4th.	22.	K. to Kt's 2nd.
23.	Kt takes B.	23.	P. takes Kt.
24.	P. to K's 5th.	24.	Q. R. to Q. B's sq.
25.	B. to Q. Kt's sq.	25.	K. to K. B's 2nd.
26.	P. to K's 6th (ch.)	26.	K. to Kt's 2nd.
27.	Q. to Q's 3rd.	27.	P. to K. B's 4th.
28.	P. takes K. B's P.	28.	Q. to K. B's 3rd.
29.	P. takes K. Kt's P.	29.	Q. takes Q. Kt's P.‖
30.	P. to K. B's 5th.	30.	Q. to K. B's 3rd.
31.	P. to K's 7th.	31.	P. to Q. B's 5th.
32.	Q. to K. Kt's 3rd.	32.	P. to Q. B's 6th.
33.	Q. R. to K's 6th.	33.	Q. to Q's 5th (ch.)
34.	Q. to K. B's 2nd.	34.	Q. takes Q's P.
35.	P. to K. B's 6th (ch.)		

And Black surrendered.

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3. K B. to Q B's 4th. / K. B. to Q. B's 4th.
4. Castles / P. to Q's 3rd.
5. P to Q B's 3rd. / K. Kt to B's 3rd.
6. P. to Q's 4th. / P. takes P.
7. P. takes P. / K. B. to Q. Kt's 3rd.

* This is rarely a good place for the Knight. In the present instance it necessitates P. to Q. B's 4th, thereby depriving Black of all hope of breaking his opponent's centre.

† Had White played P. to Q. R's 3rd to win the Kt., Black would have replied with P. to Q. B's 5th.

‡ Black's game is brought to a dead lock through his unfortunate 9th move. He might, however, apparently have played at his 13th move

13. Q's B takes Kt.
14. Q takes B. / P. to Q B's 5th.
15. B. to Q B's 2nd. / B. to Q's 5th

and he seems to have a better chance of freeing his game.

§ White being certain of breaking through with his Pawns does not object to exchanges.

‖ As good as anything else. The game is gone.

GAME XI.—Between Messrs. Skipworth and E. Walker.

WHITE. (Mr. S.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. takes P.
7. Q. Kt. takes P.	7. Q. B. to K. Kt's 5th.*
8. Q. to Q. Kt's 3rd.	8. Q. to Q's 2nd.
9. B. takes K. B's P. (ch.) †	9. Q. takes B.
10. Q. takes Q. Kt's P.	10. K to Q's 2nd (best.)
11. Q. takes R.	11. B. takes Kt.
12. Kt. to Q. R's 4th.‡	12. Q. to K. Kt's 3rd.
13. Kt. takes K's B. (ch.)	13. Q's P. takes Kt.
14. P. to K. Kt's 3rd.	14. Q. takes K's P.§
15. P. to K. R's 4th.‖	15. Q. to K. B's 4th.
16. Q. B. to K. Kt's 5th.	16. Kt. to Q's 5th.¶
17. Q. to Q's 8th (ch.)	17. K. to Q. B's 3rd.
18. B. to K. B's 4th.	18. Kt. to K's 7th (ch.)
19. K. to R's 2nd.	19. Kt. to K. B's 3rd.
20. Q. takes Q. B's P. (ch.)	20. K. to Q. Kt's 4th.
21. P. to Q. R's 4th (ch.)	21. K. to Q. R's 3rd.
22. Q. to Q's 6th (ch.)	22. K. to Q. Kt's 2nd.
23. Q. to Q. B's 7th (ch.)	23. K. to Q. R's sq.

And wins.

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* The move given in the "Handbook" is 7. K. Kt. to K's 2nd.

† 9. $\frac{\text{Q. takes Q Kt's P.}}{\text{_____}}$ would cost White a piece. If 9. $\frac{\text{Kt. to K. Kt's 5th}}{\text{_____}}$, then 9. $\frac{\text{_____}}{\text{Kt. to K. R's 3rd}}$, and Black can Castle, with a good game.

‡ If 12. $\frac{\text{P. takes Q's B.}}{\text{_____}}$, then 12. $\frac{\text{_____}}{\text{Q. takes P.}}$, and Black can at least draw by perpetual check.

§ Exposed as Black's King appears he is not easily to be got at.

‖ The situation here is very interesting. If White play the obvious move of 15. $\frac{\text{Q B. to K's 3rd}}{\text{_____}}$, he loses his Queen by 15. $\frac{\text{_____}}{\text{Kt. to Q's 5th.}}$

If 16. $\frac{\text{Q. to K. B's 8th.}}{\text{Q. Kt. to Q's 6th.}}$ 16. $\frac{\text{Q. takes K. Kt's P. (ch.)}}{\text{Kt. to Ks 2nd.}}$ 17. $\frac{\text{P to K. R's 3rd}}{\text{B. to K's 7th}}$, &c.

¶ Better than 16. $\frac{\text{_____}}{\text{Q to K. R's 6th}}$, to which White would have replied 17. $\frac{\text{R. to Q's sq. (ch)}}{\text{_____}}$

GAME XII.—Between Messrs. Kieseritzky and Baring, the former playing without sight of the Chess board.

WHITE. (Mr. K.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to Q's 4th.*
4. Q's P. takes P.	4. Q. P. takes P.†
5. Q. takes Q. (ch.)	5. Kt. takes Q.
6. K's Kt. to his 5th.	6. Q. B. to K. B's 4th.
7. Q. Kt. to Q's 2nd.	7. Q. Kt. to B's 3rd.
8. K. B. to Q. Kt's 5th.	8. K. Kt. to K's 2nd.
9. K. Kt. takes K's P.	9. Castles.
10. P. to K. B's 4th.	10. Q. R. to Q's 5th.
11. K. B. to Q's 3rd.	11. Q's Kt. to his 5th.
12. K. to his 2nd.	12. Kt. takes B.
13. P. takes Kt.	13. Kt to Q's 4th.
14. Q's Kt. to his 3rd.	14. Q. B. to to K. Kt's 5th (ch.)
15. K. to his sq.	15. R. takes Q's P.
16. K. Kt. to K. B's 2nd.‡	16. K. B. to Q. Kt's 5th (ch.)
17. K. to B's sq.	17. R. to Q's 8th (ch.)
18. Kt. takes R.	18. B. takes Kt.
19. K. to B's 2nd.	19. Q. B. to K. R's 4th.
20. P. to Q. R's 3rd.	20. K. B. to K's 2nd.
21. B. to Q's 2nd.	21. P. to K. B's 3rd.
22. P. to K's 6th.	22. P. to K. B's 4th.
23. Q. R. to Q. B's sq.	23. R. to Q's sq.
24. Q. R. to to B's 2nd.	24. P. to Q. Kt's 3rd.
25. K. R. to Q. B's sq.	25. P. to Q. B's 4th.
26. Kt. to Q's 4th.	26. Q. B. to K. Kt's 3rd.
27. Kt. to Q. B's 6th.	27. R. to Q's 3rd.
28. Kt. takes B. (ch.)	28. Kt. takes Kt.
29. P. to Q. Kt's 4th.	29. K. to Kt's 2nd.
30. P. takes P.	30. P. takes P.
31. R. takes P.	31. Kt. to Q. B's 3rd.
32. B. to his 3rd.	32. R. takes P.
33. B. takes K. Kt's P.	33. B. to K's sq.
34. K. R. to Q. Kt's sq. (ch.)	34. K. to R's sq.
35. B. to K's 5th.	35. P. to Q. R's 3rd.
36. R. takes Kt.	36. R. takes R.

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* This defence is uncommon, and not ill calculated, therefore, for confusing the blindfold player.

† Hardly commendable, since it enables White to exchange Queens—a great desideratum for the party playing without the aid of the Chess-board.

‡ All this is very interesting, especially when it is borne in mind that White plays only from memory.

37. R. to Q. Kt's 8th (ch.)	37. K. to R's 2nd.
38. R. takes B.	38. K. to Kt's 3rd.
39. K. to his 3rd.	39. K. to Kt's 4th.
40. R. to K. R's 8th.	40. P. to K. R's 3rd.
41. R. to K. B's 8th.	41. K. to Q. R's 5th.
42. R. takes P.	

And Black surrendered.

Chapter IV.

QUEEN'S BISHOP'S PAWN GAME IN THE KING'S KNIGHT'S OPENING.

GAME THE FIRST.—("Handbook," p. 182.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q. B's 3rd.	3. P. to K. B's 4th.
4. P. to Q's 4th.	4. P. to Q's 3rd.

(This is a better mode of play for Black than 4. P. takes K's P. as given in the "Handbook;" but even this will hardly enable him to equalize the game, for instance:—

5. Q's P. takes P.	5. K. B's P. takes P.
6. K. Kt. to his 5th.	6. P. to Q's 4th.
7. P. to K's 6th.	7. Q. Kt. to K's 4th.

(If instead of this move he play 7. K. Kt. to K. R's 3rd. 8. P. to K. B's 3rd, and White seems to gain an immediate advantage.)

8. Q. to Q's 4th.	8. Q. to Q's 3rd.
9. Q. Kt. to Q. R's 3rd.	

threatening 10. Q. Kt. to Kt's 5th, or 10. Q. B. to K. B's 4th, with good effect. (See "Chess Player's Chronicle" for 1855, pp. 58, 161.)

Variation I.—("Handbook," p. 184.)

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.

3. P. to Q. B's 3rd. 3. P. to Q's 4th.
4. K. B. to Q. Kt's 5th.

White may also play 4. Q to Q R's 4th, to which the best answer is 4. Q. to Q's 3rd.

4. Q. P. takes K's P.
5. Kt. takes K's P. 5. Q. to Q's 4th.

This is preferable to 5. Q. to K. Kt's 4th, which the "Handbook" gives, and appears to equalize the game. Perhaps White might strengthen his attack by playing 5. B. takes Kt (ch) and then 6. Kt takes K's P.

GAME THE SECOND.—("Handbook," p. 185.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to K. B's 3rd.
4. P. to Q's 4th.	4. Kt. takes K's P.
5. P. takes K's P. (or A.)	

Jaenisch gives 5. P. to Q's 4th / P. to Q's 3rd, but this admits of 6. K. B to Q B's 4th / P. takes P. 7. K. takes P., &c.)

5. P. to Q's 4th.

He may also play 5. K. B. to Q. B's 4th. See (B.)

6. K. B. to Q. Kt's 5th. 6. K. B. to Q. B's 4th.
7. K. Kt. to Q's 4th. 7. Castles.

(Better probably than 7. B. takes Kt.)

8. B. takes Kt. 8. Q. Kt's P. takes B.

and Black's game is at least as free and good as yours.

In the "Handbook," p. 186, after,—

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to K. B's 3rd.
4. P. to Q's 4th.	4. K. Kt. takes K's P.

5. P. takes K's P.	5. P. to Q's 4th.
6. K. B. to Q. Kt's 5th.	6. K. B. to Q. B's 4th.
7. K. Kt. to Q's 4th.	7. B. takes Kt.
8. P. takes B.	8. Castles.

it is said "you can now take off his Kt., and Castle, &c.," White must not do this too hastily, for example :—

9. K's B. takes Kt.	9. P. takes B.
10. Castles.	10. Q. B. to Q. R's 3rd.
11. K. R. to K's sq.	11. Q. to K. R's 5th.
12. P. to K. Kt's 3rd.	12. Q. to K. R's 6th.

If you now attempt to win the Knight, you may fall into peril, for suppose,—

13. P. to K. B's 3rd.	13. Kt. takes K. Kt's P.
14. P. takes Kt.	14. Q. takes P. (ch.)
15. K. to R's sq.	15. Q. R. to K's sq.

And Black has a fine attack.

(A.)

Variation on White's 5th move,

5. P. to Q's 5th.

This is the move now usually played, and it appears stronger than 5. P. takes P.

5. K. B. to Q. B's 4th.

(If 5. Q. Kt to his sq., or 5. Q. Kt. to K's 2nd, Black's game becomes painfully cramped.)

6. Q. P. takes Q's Kt. 6. K's B. takes P. (ch.)

(If 6. Kt. takes K. B's P. 7. Q. to Q's 5th. K. B. to Q. Kt's 3rd. 8. P. takes P. Q's B. takes P. 9. Q takes Q's B. Kt. takes R. 10. Q. R. to K. Kt's 5th, followed by 11. Q B. to K R's 4th, and White should win.)

7. K. to K's 2nd. 7. Q. Kt's P. takes P.

I am not quite satisfied with Black's 7th move in this Variation. It seems simply playing for a mate which White at once obviates by 8. Q. to Q. R's 4th, and it is difficult

for Black afterwards to push his Q's P. I prefer myself 7. $\frac{}{\text{P. to Q's 4th.}}$ Then if 8. $\frac{\text{Q to Q. R's 4th.}}{\text{Castles}}$ 9. $\frac{\text{Q. Kt. to Q's 2nd.}}{\text{P. to K. B's 4th.}}$

If 8. $\frac{\text{P takes Q Kt's P.}}{\text{B. takes P.}}$ 9. $\frac{\text{Q. to Q R's 4th (ch)}}{\text{P to Q, B's 3rd.}}$ 10. $\frac{\text{Q Kt to Q's 2nd.}}{\text{P. to K. B's 4th.}}$

11. $\frac{\text{Kt takes Kt.}}{\text{K. B's P takes Kt}}$ 12. $\frac{\text{K takes B.}}{\text{Castles}}$, and I think Black has a better game than before, as the Queen cannot now win the K's Pawn.

It should also be remarked that Q. Kt's 2nd is one of the best positions for Black's Q's Bishop. At move 12 White may play 12. $\frac{\text{Kt takes K's P}}{\text{Q to Q. Kt's 3rd}}$, and I still prefer Black's game.

8. Q. to Q. R's 4th.	8. P. to K. B's 4th.
9. Q. Kt. to Q's 2nd.	9. Castles.
10. Q's Kt. takes Kt.	10. P. takes Kt.
11. Q. takes K's P.	11. K. B. to Q. Kt's 3rd.

(If $\frac{}{\text{P. to Q's 4th}}$ White can exchange his Queen for a Rook and two minor pieces, by first taking K's P. with Queen.)

12. Q. B. to K. Kt's 5th.	12. Q. to K's sq.
13. Q. R. to K's sq.	13. P. to Q's 3rd.

Here the "Leitfaden" observes that Black has a strong attack; this is true, but is the attack, with the addition of two Pawns, sufficient compensation for the lost Kt.? I think not.

(B.)

5. K. B. to Q. B's 4th.

In the "Handbook," p. 185, Game II., after Black's move of 5. P. to Q's 4th, it is remarked that "if Black for his 5th move play K. B. to Q. B's 4th, your rejoinder should be also K. B. *to* Q. B's *4th*, *and not* Q. *to* Q's *5th*, *as advised by* Jaenisch, and then if Black either Castle or take your K. B's P., by playing Q. to Q's 5th, you have the better game." In the "Illustrated London News" for Feb. 2, 1856, is an article by Mr. G. B. Fraser, in which he expresses a conviction that K. B. to Q. B's 4th is Black's best move, indeed so strong as to render White's game indefensible.

6. K. B. to Q. B's 4th (or C.)	6. Kt. takes K. B's P.
7. Q. to Q's 5th (D.)	7. Q. to K's 2nd.
8. R. to K. B's sq.	

If 8. $\frac{\text{Kt to Kt's 5th}}{\text{Kt takes K.}}$, or 8. $\frac{\text{——————}}{\text{Q takes K's P. (ch.)}}$, or 8. $\frac{\text{——————}}{\text{Q's Kt. takes P.}}$

If 8. $\frac{\text{Q. B. to Kt's 5th.}}{\text{P. to K. B's 3rd}}$

8. K. Kt. to Kt's 5th.

With a winning game.

(C.)

6. Q. to Q's 5th.

The move recommended by Jaenisch.

6. B. takes K. B's P. (ch.)

7. K. to K's 2nd (best.)

If 7. $\frac{\text{K to Q's sq.}}{\text{P. to K B's 4th.}}$ 8. $\frac{\text{B to Q B's 4th.}}{\text{R to K. B's sq. (best)}}$ (If 8. $\frac{\text{K. B to Q's 3rd.}}{\text{Q. Kt. to K's 2nd}}$

9. $\frac{\text{Q to Q. Kt's 3rd}}{\text{P. to Q's 4th.}}$) 9. $\frac{\text{Q. Kt. to Q's 2nd.}}{\text{Q. Kt to K's 2nd}}$ 10. $\frac{\text{Q to Q's 3rd.}}{\text{P. to Q's 4th.}}$

11. $\frac{\text{P. takes P. (\textit{en passant})}}{\text{Q takes P.}}$ 12. $\frac{\text{Q takes Q.}}{\text{Kt. takes Q.}}$, with the better game.

7. P. to K. B's 4th.

8. Q. Kt. to Q's 2nd.

To capture Pawn *en passant* would be bad.

8. Q. Kt. to K's 2nd (best.)

Kt. takes Kt. gives White a speedy advantage.

9. Q. to Q's 3rd (best.)

White has two other moves—9. Q. to Q. Kt's 3rd, and 9. Q. to Q. B's 4th. See (E) and (F.)

9. P. to Q's 4th.

10. P. takes P. (*en passant.*) 10. Q. takes P.

11. Q. takes Q.

evidently better than Kt. takes Kt.

11. P. takes Q.

12. Kt. takes Kt. 12. P. takes Kt.

13. Kt. to Kt's 5th.

If 13. $\frac{\text{K. takes B.}}{\text{Castles.}}$, with a better game.

13. Castles.

14. Kt. takes K's P. 14. Q. B. to K. Kt's 5th (ch.)

15. K. to Q's 2nd. 15. K. B. to Q. Kt's 3rd.

And White has an inferior game.

(D.)

7. K. B. takes B's P. (ch.)	7. K. takes B.
8. Q. to Q's 5th (ch.)	8. K. to K's sq.
9. K. R. to K. B's sq.	9. Q. Kt. to K's 2nd.
10. Q. to Q. B's 4th.	10. P. to Q's 4th.
11. P. takes P., *in passing*.	11. Q. takes P.
12. K's R. takes Kt.	12. B. takes R. (ch.)
13. K. takes B.	13. B. to K's 3rd.

And Black has the preferable game.

(E.)

9. Q. to Q. Kt's 3rd.	9. P. to Q's 4th.
10. P. takes P. (*en passant.*)	10. Q. takes P.
11. Kt. takes Kt.	11. P. takes Kt.
12. K. takes B.	

If 12. $\frac{\text{Kt. to K. Kt's 5th.}}{\text{B. to K. R's 5th.}}$ 13. $\frac{\text{Q. to K. B's 7th (ch)}}{\text{K. to Q's sq. (and wins.)}}$

	12. P. takes Kt.
13. P. takes P.	13. Q. B. to K's 3rd.

And wins.

(F.)

9. Q. to Q. B's 4th.	9. P. to Q's 4th.
10. P. takes P. (*en passant.*)	10. Kt. takes P.
11. Q. to Q. Kt's 3rd.	11. K. B. to Q. Kt's 3rd.

With an unquestionable advantage.

VARIATION I.—("Handbook," p. 186.)

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q. B's 3rd.	3. K. B. to Q. B's 4th.

The move 3. $\frac{\text{K. B. to Q. B's 4th}}{}$ is not to be recommended, since White by playing 4. $\frac{\text{K. B. to Q. Kt's 5th}}{}$ can reduce the opening to a variation of the "Ruy Lopez" unfavourable for the defence.

4. P. to Q. Kt's 4th.	4. K. B. to Q. Kt's 3rd.
5. P. to Q. Kt's 5th.	5. Q. Kt. to Q. R's 4th.
6. K. Kt. takes K's P.	6. Q. to K's 2nd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. Q. B. to Q. R's 3rd.	

Instead of 8. $\frac{\text{P. to K. B's 3rd}}{}$, as given in the "Handbook," the "Chess Player's Chronicle" for 1855 (p. 59), advises Black to play 8. Q. to K. R's 5th, but after that White will still have the advantage of position, *e.g.*,

	8. Q. to K. R's 5th.
9. K. Kt. to K. B's 3rd.	9. Q. takes K's P. (ch.)
10. K. B. to K's 2nd.	10. K. Kt. to K's 2nd.
11. Q. Kt. to Q's 2nd.	

And White has the superiority.

The following Variations are from the "Handbuch," and serve I think to show that "Q's P. takes Kt." is White's best 6th move.

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3rd.	2. Q. Kt. to Q. B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to K. B's 3rd.
4. P. to Q's 4th.	4. K's Kt. takes P.
5. P. to Q's 5th.	5. K. B. to Q. B's 4th.

The proper move for White is 6. P. takes Kt., but he may also play 6. Q. to Q. R's 4th, 6. Q. B. to K's 3rd, or 6. Q. to K's 2nd.

(I.)

6. Q. to Q. R's 4th.	6. Kt. takes K. B's P.
7. K. R. to Kt's sq.	7. Q. Kt. to K's 2nd.
8. P. to Q. Kt's 4th.	8. K. Kt. to Q's 6th (ch.)
9. K's B. takes Kt.	9. K's B. takes R.
10. Kt. takes B.	10. Kt. takes Q's P.

With the better game.

If White had played

7. P. to Q. Kt's 4th.	7. K. B. to Q. Kt's 3rd.
8. P. to Q. B's 4th.	8. Kt. takes R.
9. P. to Q. B's 5th.	9. P. to K's 5th.

And Black has the advantage.

(II.)

6. Q. B. to K's 3rd.	6. B. takes B.
7. P. takes B.	7. Q. Kt. to Kt's sq.
8. K. B. to Q's 3rd.	8. Kt. to Q. B's 4th.
9. Kt. takes K's P.	9. Q. to K's 2nd.
10. Kt. to Q. B's 4th (best.)	10. P. to Q. Kt's 4th.
11. K. Kt. to Q. R's 3rd.	11. Q. takes K's P. (ch.)
12. K. B. to K's 2nd.	12. P. to Q. R's 3rd.

And Black has the better game.

(III.)

6. Q. to K's 2nd.	6. K. Kt. takes K. B's P.
7. Q's P. takes Kt.	7. Kt. takes R.
8. Q. B. to K's 3rd.	8. K's B. takes B.
9. Q. takes B.	9. Castles.
10. P. takes Q's P.	10. Q's B. takes P.

And still White's game is inferior.

GAMES
ILLUSTRATIVE OF THE QUEEN'S BISHOP'S PAWN GAME IN THE KING'S KNIGHT'S OPENING.

GAME I.—Between Messrs. Kipping and E. Williams.

WHITE. (Mr. K.)	BLACK. (Mr. W.)
1. P. to K's 4th	1. P. to K's 4th.
2 K. Kt. to B's 3rd.	2. Q Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. K Kt. to B's 3rd.
4. P. to Q's 4th.	4. K. Kt. takes P.*
5. P. to Q's 5th.	5. Q. Kt. to Kt's sq.
6. Q. to Q. B's 2nd.†	6. K Kt. to B's 3rd.
7. Q. B. to Kt's 5th.	7. P. to Q's 3rd.
8. K. B. to Q's 3rd.	8. K. B. to K's 2nd.
9. P. to Q. B's 4th.	9. Q. Kt. to R's 3rd.
10. P. to Q. Kt's 4th.	10. P. to Q. Kt's 4th.
11. P. to Q. R's 3rd.	11. Q. Kt's P. takes P.
12. B. takes Q. B's P.	12. Castles.
13. K. B. to Q's 3rd.	13. P. to K. R's 3rd.
14. P. to K. R's 4th.	14. Q. Kt. to Kt's sq.
15. Q. Kt. to B's 3rd.	15. Q. B. to Kt's 5th.

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* P. to Q's 4th is sometimes played here, and seems quite as good as taking the K's P.

† K. B. to Q's 3rd *is the move given* by Jaenisch and the "Handbuch."

16. Q. B. to K's 3rd.	16. Q. Kt. to Q's 2nd.
17. K. Kt. to R's 2nd.	17. Q. Kt. to Kt's 3rd.
18. P. to K. B's 3rd.	18 Q. B. to Q's 2nd.
19. Q. to Q. Kt's 3rd.	19. K. Kt. to R's 4th.*
20. P. to K. Kt's 3rd.	20. K. Kt. takes P.
21. K. R. to Kt's sq.	21. B. takes K. R's P.
22. Castles.	22. P. to K. B's 4th.
23. Q. B. to K. B's 2nd.	23. P. to K. B's 5th.
24. K. R. to Kt's 2nd.†	24. Q. B. to K. R's 6th.
25. K. R. to Kt's sq.	25. Q. to K. B's 3rd.
26. K. Kt. to Kt's 4th.‡	26. B. takes Kt.
27. P. takes B.	27. K Kt. to K's 7th (ch.)
28. B. takes Kt.	28. B. takes B.
29. K. R. to R's sq.	29. B. to K's 6th (ch.)
30. K. to B's 2nd.	30. Q. to Kt's 3rd (ch.)
31. K. to Kt's 2nd.	31. B. to Q's 5th.
32. K. to R's 2nd.	32. P. to Q. R's 4th.
33. P. takes P.	33. R. takes P.
34. Kt. to Kt's 5th.	34. K. R. to Q. R's sq.
35. R. to Q's 3rd.	35. B. to Q. B's 4th.
36. Q. to Q. Kt's sq.	36. Q. to K's 5th.
37. K. R. to K's sq.	37. Q. to Q. B's 5th (ch.)
38. R. to Q. Kt's 3rd.	38. R. takes R's P. (ch.)

And wins.

GAME II.—Between Messrs. Brien and Falkbeer.

WHITE. (Mr. B.)	BLACK. (Mr. F.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to Q's 4th.	4. Kt. takes K's P.
5. P. to Q's 5th.	5. K. B. to Q. B's 4th.
6. P. takes Kt.	6. Kt. takes K. B's P.
7. Q. to Q's 5th.	7. P. to Q's 3rd.
8. P. takes Q. Kt's P.	8. Q's B. takes P.
9. Q. takes Q's B.	9. Kt. takes R.
10. Q. to Q. B's 6th (ch.)	10. K. to K. B's sq.

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* White's 14th and 18th moves were made in defiance of all general principles, and he now reaps the fruit of them. Nothing is more dangerous than to set traps, which if they do not catch your opponent will be sure to catch yourself. White could never suppose that any player with his wits about him would take the B. at the 14th move, and as the capture could not be compelled, P. to K. R's 4th was decidedly bad play.

† Very weak. The only excuse is that his game was irredeemable play as he would.

‡ Giving Black a passed Pawn for nothing.

11. B. to K's 2nd.	11. P. to K. B's 3rd.
12. P. to Q. Kt's 4th.	12. B. to Q. Kt's 3rd.
13. B. to Q. B's 4th.	13. Kt. to K. B's 7th.
14. Q. to Q's 5th.	14. Q. to K's sq.
15. Kt. to K. R's 4th.	15. R. to Q's sq.
16. P. to Q. Kt's 5th.	16. Kt. to K. Kt's 5th.
17. Kt. to K. B's 5th.	17. P. to K's 5th.
18. Kt. to Q's 4th.	18. B. takes Kt.
19. P. takes B.	19. Kt. takes K. R's P.
20. B. to K. B's 4th.	20. Kt. to K. Kt's 5th.
21. Kt. to Q. B's 3rd.	21. P. to K. Kt's 4th.*
22. B. takes K. Kt's P.	22. Q. to K. R's 4th.
23. B. to K. R's 6th (ch.)	

And White wins.

Game III.—Between Messrs. Kenny and Green.

White. (Mr. K.)	Black. (Mr. G.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to Q's 4th.	4. K. Kt. takes K's P.
5. P. to Q's 5th.	5. Q. Kt. to Kt's sq.
6. Kt. takes K's P.†	6. K. B. to Q. B's 4th.‡
7. Kt. to Q's 3rd.	7. Castles.
8. Kt. takes B.	8. Kt. takes Kt.
9. Q. B. to K's 3rd.	9. Q. to K's 2nd.
10. K. B. to K's 2nd.	10. P. to K. B's 4th.
11. Castles.	11. P. to Q. Kt's 3rd.
12. K. R. to K's sq.	12. P. to Q's 3rd.
13. B. takes Kt.	13. Q. Kt's P. takes B.
14. Kt. to Q's 2nd.	14. Q. to K. B's 2nd.
15. B. to K. B's 3rd.	15. K. to K. R's sq.
16. Kt. to Q. Kt's 3rd.	16. Kt. to Q's 2nd.
17. P. to K. Kt's 3rd.	17. P. to K. B's 5th.
18. Kt. to Q's 2nd.	18. Kt. to K's 4th.
19. B. to K. Kt's 2nd.	19. B. to Q. R's 3rd.
20. Kt. to K's 4th.	20. P. takes P.
21. K. B's P. takes P.	21. P. to K. R's 3rd.

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* An unsound combination. Black evidently overlooked the fatal consequences of the move with which he intended to follow it up, R. to Q's 2nd is perhaps his best play at this point, and then R. to K's 2nd, if the Knight ventured to capture the K's P.

† Jaenisch and the "Handbuch" give 6. $\underline{\text{K. B. to Q's 3rd}}$, deeming 6. $\underline{\text{Kt takes K's P.}}$ on account of 6. $\underline{\text{Q. to K's 2nd.}}$

‡ Q. to K's 2nd is considered stronger play.

22. P. to Q. Kt's 3rd.	22. Q. R. to K's sq.
23. P. to Q. B's 4th.	23. Q. B. to Q. B's sq.
24. Kt. to Q. B's 3rd.	24. B. to K. R's 6th.
25. R. to K. B's sq.	25. Q. to Q's 2nd.
26. Kt. to K's 2nd.	26. B. takes B.
27. K. takes B.	27. Kt. to K. Kt's 5th.
28. R. takes R. (ch.)	28. R. takes R.
29. K. to Kt's sq.	29. R. to K. B's 7th.
30. Kt. to K. B's 4th.	30. R. takes K. R's P.
31. Q. to K. B's 3rd.	31. Q. to K. B's 4th.
32. R. to K. B's sq.	32. K. to Kt's sq.
33. P. to Q. R's 4th.	33. Kt. to K's 4th.
34. Q. to K's 3rd.	34. P. to K. Kt's 4th.
35. Kt. to K's 6th.	35. R. to K. R's 8th (ch.)
36. K. takes R.	36. Q. takes R. (ch.)
37. Q. to K. Kt's sq.	37. Q. to K. R's 6th (ch.)
38. Q. to K. R's 2nd.	38. Q. takes Q. (ch.)
39. K. takes Q.	39. Kt. to K. B's 6th (ch.)
40. K. to K. Kt's 2nd.	40. Kt. to Q's 7th.
41. Kt. takes P. at Q. B's 7th.	41. Kt. takes Q. Kt's P.
42. Kt. to Q. Kt's 5th.	42. P. to Q. R's 4th.
43 Kt. takes P.	43. K. to B's sq.
44. K. to K. R's 3rd.	44. K. to K's 2nd.
45. Kt. to K's 4th.	45. P. to K. R's 4th.
46. Kt. takes K. Kt's P.	46. Kt. to Q's 7th.
47. K. to K. R's 4th.	47. Kt. takes P.
48. Kt. to K's 4th.	48. Kt. to Q. Kt's 3rd.
49. Kt. takes P.	49. Kt. takes Q's P.
50. K. takes K. R's P.	50. K. to Q's 3rd.
51. Kt. to Q. Kt's 7th (ch.)	

And White won.

GAME IV.—Between Messrs. Brien, Hodges, and Mucklow, consulting together, against Messrs. Lowenthal, Kentish, and Vines.

WHITE. (Messrs. B., H., and M.)	BLACK. (Messrs. L., K., and V.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to Q's 4th.	4. K. Kt. takes P.
5. P. to Q's 5th.	5. K. B. to Q. B's 4th.
6. P. takes Kt.	6. K's B. takes P. (ch.)
7. K. to K's 2nd.	7. Q. Kt's P. takes P.
8. Q. to Q. R's 4th.	8. P. to K. B's 4th.
9. Q. Kt. to Q's 2nd.	9. Castles.
10. Kt. takes Kt.	10. P. takes Kt.

11. K. takes B.	11. P. takes Kt.*
12. P. takes P.	12. Q. to K. B's 3rd.
13. Q. to K. Kt's 4th.	13. P. to Q's 4th.
14. Q. to K. Kt's 3rd.	14. P. to K. R's 3rd.
15. K. B. to K's 2nd.	15. Q. R. to Q. Kt's sq.
16. K. R. to K. Kt's sq.	16. Q. B. to K. B's 4th.
17. K. R to K. Kt's 2nd.	17. P. to Q. B's 4th.
18. K. to K. Kt's sq.	18. Q. R to Q. Kt's 3rd.
19. K. to K. R's sq.	19. Q. to K's 2nd.
20. P. to Q. Kt's 3rd.	20. K. R to K. B's 2nd.
21. Q. B. to Q's 2nd.	21. P. to K's 5th.
22. Q. R. to K. Kt's sq.	22. P. to K's 6th.
23. Q. B. to Q. B's sq.	23. K. to R's sq.
24. Q. B. to Q Kt's 2nd.	24. R. to Q's 3rd.
25. K. B. to Q's sq. †	25. B. to Q's 6th.

At this point the game was abandoned. It was played out the next day by Messrs. Mucklow and Vines.

(Mr. M.)	(Mr. V.)
26. K. B. to K's 2nd.	26. B. to K. B's 4th. ‡
27. P. to K. R's 4th.	27. P. to Q's 5th.
28. P. takes P.	28. P. takes P.
29. K. B. to Q. B's 4th.	29. Q. R. to K. Kt's 3rd.
30. Q. to K. B's 4th.	30. P. to Q's 6th.
31. K's B. takes R.	31. P. to K's 7th.
32. R. takes R.	32. Q. takes B.

And White mates in three moves.

GAME V.—Between Messrs. Brien and Falkbeer.

WHITE. (Mr. B.)	BLACK. (Mr. F.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to Q's 4th.	4. P. to Q's 4th.
5. K. B. to Q. Kt's 5th.	5. K. Kt. takes K's P.
6. K's Kt. takes P.	6. Q. B. to Q's 2nd.
7. K's Kt. takes B.	7. Q. takes Kt.
8. Q. to Q. R's 4th. §	8. K. B. to K's 2nd.
9. Castles.	9. Castles on K's side.
10. Q. Kt. to Q's 2nd.	10. K. Kt. to Q's 3rd.

---

* Might also play P. to Q's 4th.

† Both at this and the 27th move Q. to K's sq. seems better than the play actually adopted.

‡ B. takes B. seems better.

§ Black cannot now avoid a doubled Pawn.

11. B. takes Q's Kt.	11. P. takes B.
12. Kt. to K. B's 3rd.	12. P. to K. B's 3rd.
13. Q. to Q. B's 2nd.	13. Kt. to K's 5th.
14. B. to K's 3rd.	14. P. to K. Kt's 4th.
15. Q. R to Q's sq.	15. P. to K. Kt's 5th.*
16. Kt. to Q's 2nd.	16. P. to K. B's 4th.
17. P. to K. B's 3rd.	17. Kt. takes Kt.
18. Q. takes Kt.	18. P. to K. R's 4th.
19. B. to K. Kt's 5th.	19. Q. to Q's sq.
20. B. takes B.	20. Q. takes B.
21. Q. R. to K's sq.	21. Q. to K. Kt's 2nd.
22. P. takes P.	22. K. B's P. takes P.
23. R. takes R. (ch.)	23. K. takes R. †
24. Q. to K. B's 4th (ch.)	24. K. to K. Kt's sq.
25. R. to K's 5th.	25. R. to K. B's sq.
26. Q. to K. Kt's 5th.	26. Q. takes Q.
27. R. takes Q. (ch.)	27. K. to K. B's 2nd.
28. R. takes K. R's P.	28. R. to Q. Kt's sq.
29. R. to K. R's 7th (ch.)	29. K. to K's 3rd.
30. R. takes P.	30. K. to Q's 3rd.
31. R. takes Q. R's P.	31. R. takes P.
32. R. to K. Kt's 7th.	32. R. to Q. B's 7th.
33. R. takes P.	33. R. takes Q. B's P.
34. P. to K. R's 4th.	34. R. to Q. R's 6th.
35. P. to K. R's 5th.	35. R. takes P.
36. P. to K. R's 6th.	36. R. to Q. R's sq.
37. R. to K. Kt's 6th (ch.)	37. K. to Q's 2nd.
38. P. to K. Kt's 4th.	38. K. to K's 2nd.
39. P. to K. Kt's 5th.	39. R. to K. B's sq.
40. P. to K. R's 7th.	40. R. to K. R's sq.
41. R. takes P.	41. K. to K. B's 2nd.
42. P. to K. Kt's 6th (ch.)	42. K. to K. Kt's 2nd.
43. K. to K. B's 2nd.	43. R. to K's sq.
44. K. to K. B's 3rd.	44. R. to K. B's sq. (ch.)
45. K. to K Kt's 4th.	45. K. to K. R's 3rd.
46. R. to K. B's 6th.	46. R. to K's sq.
47. K. to K. B's 5th.	47. K. to K. Kt's 2nd.
48. R. to K's 6th. ‡	48. R. to Q's sq.
49. K. to K's 5th.	49. K. to K. R's sq.
50. R. to Q's 6th.	

And after a few more moves White wins.

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* Overbold.

† Play as Black will the loss of a Pawn is inevitable; the natural consequence of advancing the Pawns on the King's side before he had undoubled his Q. B's P.

‡ The following looks more decisive:—

48. R. to K. B's 7th (ch.)	48. K. moves.

GAME VI.—Between Messrs. Janssens and Brien.

WHITE. (Mr. J.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. P. to Q's 4th.
4. Q. to her R's 4th.*	4. P. takes P.†
5. K's Kt. takes P.	5. Q. to her 4th.
6. K. Kt. takes Q's Kt.	6. P. takes Kt.
7. K. B. to Q. B's 4th.	7. Q to her 2nd.
8. Castles.	8. K. B. to Q's 3rd.
9. K. B. to Q. Kt's 5th.‡	9. P. takes B.
10. Q. takes K's P. (ch.)	10. K. Kt. to K's 2nd.
11. Q. takes Q's R.	11. P. to Q. B's 3rd.§
12. P. to Q's 3rd.‖	12. Castles.
13. Q. B. to K's 3rd.	13 Q. B. to Q. Kt's 2nd.
14. Q. takes P.	14. P. to Q. B's 4th.¶
15. Q. to her R's 3rd.**	15. Q. to K. Kt's 5th.††

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49. P. to Kt's 7th.	49. K. takes R's P. (must.)
50. R. to K. B's 8th.	50. R. takes R.

51. P. takes R., becoming a Rook, and mates in 5 moves.

* *The usual course here is to play K. B. to Q. Kt's 5th, but* Mr. Jaussen's deviation, as bold as it is original, seems calculated to ensure the opening player at least as much attack as the old move, and to involve his adversary in a more complex and dangerous line of defence.

† *Among the few players who have looked with attention at the* opening as newly shaped, it is agreed that Q. to her 3rd is sounder play at this moment than taking the K's Pawn.

‡ This is so ingenious that one is grieved to find it turn out badly, and to discover that the homely plodding move of R. to K's sq. would *have answered better.*

§ Now comes the pinch for which White had evidently not provided when he manœuvred so cleverly to win the exchange. The Queen is in jeopardy. How is she to be saved? And if preserved, how can she again be brought into co operation with the rest of the forces? White *solves the first of these problems satisfactorily. He saves his Queen.* But the second is beyond his skill, and she remains isolated and helpless for the rest of the battle.

‖ It was suggested afterwards that White might have saved his Queen equally, by playing P. to Q. R's 4th.

¶ *Coup juste. Compelling White to sacrifice his Queen for a minor* piece, or to consign her to ruinous inactivity.

** Imperative, or Black would have won her by moving his Rook to Q. R's sq.

†† Black appears to have overlooked the surest, and at the same *time the most expeditious mode of winning. He should, if I mistake* not, have taken the K. Kt's P. at once. For example—

16. P. to K. B's 3rd.
17. P. to K. B's 4th.
18. K. R to K. B's 2nd.
19. K. R. to K. B's sq.
20. B. to K. B's 2nd.
21. Q. to her Kt's 3rd.
22. Kt. to Q. R's 3rd.
23. B. to K. Kt's 3rd.
24. P. takes Kt.

16. Q. to K. R's 5th.
17. Q. to K. Kt's 5th.
18. Q. to her 8th (ch.)
19. Q. to K's 7th.
20. Kt. to K. B's 4th.
21. Q. B. takes K. Kt's P.*
22 Q. to K. Kt's 5th.
23. Kt. takes B.
24. Q. takes Kt's P.

And White speedily surrendered.

GAME VII.—Between the same players.

WHITE. (Mr. J.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. P. to K. B's 4th.
4. P. to Q's 4th.	4. P. to Q's 3rd.
5. P. takes K's P.	5. K. B's P. takes P.
6. K. Kt. to Kt's 5th.	6. P. to Q's 4th.
7. P. to K's 6th.	7. Q. Kt. to K's 4th.
8. Q. B to K. B's 4th.†	8. Q to K. B's 3rd.
9. Q's B. takes Kt.	9. Q. takes Kt.
10. Q. B. takes Q. B's P.‡	10. Q. B. takes P.
11. K. B. to Q. Kt's 5th. (ch.)	11. K. to K. B's 2nd.
12. Q. B to K. Kt's 3rd.	12. P. to K. R's 4th.
13. P. to K. B's 4th.	13. Q. to K. B's 4th.
14. Castles.	14. P. to K. R's 5th.
15. Q. B. to K. B's 2nd.	15. Kt. to K. B's 3rd
16. Q. B. to Q's 4th.	16. K. B. to Q's 3rd.
17. Q. B. to K's 5th.	17. K. B. takes Q's B.
18. P. takes K's B.	18. Q. takes P.
19. Kt. to Q. R's 3rd.	19. P. to Q. R's 3rd.
20. B. to K's 2nd.	20. K. R. to K. B's 3rd.
21. Kt. to Q. B's 2nd.	21. K. to K. Kt's sq.
22. Kt. to Q's 4th.	22. P. to K. R's 6th.

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16. K. takes B.

(If he does not take the Bishop his game is equally lost.)

15. Q. B. takes K. Kt's P.
16. Q. to K. Kt's 5th (ch.)
17. Q. to K. R's 6th.

17. K. to R's sq.

And White has no resource.

* The young player must observe that if White take this Bishop he subjects himself to immediate mate.

† Q. to Q's 4th is the strongest move for White at this point.

‡ Taking the Q's Pawn with Queen loses a piece.

23. P. to K. Kt's 3rd.	23. B. to Q's 2nd.
24. Q to Q. Kt's 3rd.	24. K. R. to K. Kt's 3rd.
25. K. to K. R's sq.	25. P. to Q. Kt's 4th.
26. K. R. to K. B's 4th.	26. K. R. to K. Kt's 4th.
27. Q. R. to K's sq.	27. B. to K. Kt's 5th.
28. B. takes B.	28. Kt. takes B.
29. Q. to Q. B's 2nd.	29. P. to K's 6th.
30. Kt. to K's 2nd.*	30. Kt. to K. B's 7th (ch.)
31. K. to K. Kt's sq.	31. R. to Q. B's sq.
32. R. to K. R's 4th.	32. Q. R. to Q. B's 5th.
33. R. to Q's 4th.	33. Q. to Q. B's 2nd.†
34. Q. to Q B's sq.	34. Q. to K's 4th.
35. Q. to Q. B's 2nd.	35. Q. to K. B's 3rd.
36. R. takes R.	36. Q. P. takes R.
37. Kt. to Q's 4th.	37. Q. to K's 4th.
38. K. to K. B's sq.	38. Q. to Q's 4th.
39. R. takes P.	39. Q. to K. Kt's 7th (ch.)
40. K. to K's sq.	40. Kt. to Q's 6th (ch.)
41. R. takes Kt.	41. Q. takes Q.
42. Kt. takes Q.	42. P. takes R.
43. Kt. to Q. Kt's 4th.	43. R. takes K. Kt's P.

And wins.

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* He evidently cannot play Kt. to K. B's 3rd without loss.
† Better to have played his Queen to K. B's 3rd.

BOOK III.

The King's Bishop's Opening.

Chapter I.

GAME THE FIRST.—("Handbook," pp. 196-0.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	

The move of 2. $\frac{\text{K. B to Q B's 4th}}{}$, is perhaps the very best that the first player can adopt: Black is almost compelled to reply with 2. $\frac{\text{K. B. to Q B's 4th}}{}$, or 2. $\frac{\text{K. Kt. to K. B's 3rd}}{}$, for any other gives him an inferior opening, and White can then always ensure either the "Evans" attack or that resulting from the "Petroff Defence," both of which are favourable to the player who begins. After the following moves in the "Handbook," pp. 196-9,—

	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. K. Kt. to K. B's 3rd.
4. P. to Q's 4th.	4. P. takes P.
5. P. to K's 5th.	5. P. to Q's 4th.
6. P. takes Kt.	

I remarked, "If you retreat the B. to Q. Kt's 3rd, or check with him at the Q. Kt's 5th, the result, according to the best authorities, is an even game; but taking the Knight appears to me to yield you a slight advantage." I am now, however, disposed to think White's best course is to play 6. $\frac{\text{B to Q. Kt's 5th (ch.)}}{}$ for, to pursue the opening as in the "Handbook,"—

	6. P. takes B.
7. P. takes K. Kt's P.	7. R. to K. Kt's sq.
8. Q. to K. R's 5th.	8. Q. to K's 2nd (ch.)

9. K. to Q's sq.	9. R. takes P.
10. K. Kt. to B's 3rd.	10. Q. Kt. to B's 3rd
11. K. R. to K's sq.	11. Q. B. to K's 3rd.
12. R. takes B.	12. Q. takes R.
13. Q. takes B.	13. P. to Q. Kt's 3rd.
14. Q. to her Kt's 5th.	14. R. takes K. Kt's P.

I believe, as the "Handbuch" asserts, the position is favourable to Black, for suppose,—

15. P. takes P.	15. P. to Q. R's 3rd.
16. Q. to Q. R's 4th.	

(If 16. $\frac{\text{Q. to K R's 5th}}{\text{R takes K. B's P.}}$ 17. $\frac{\text{Q Kt. to Q B's 3rd}}{\text{Castles}}$, and White must lose.)

	16. R. takes K. B's P.
17. Kt. to K's 5th.	17. P. to Q. Kt's 4th.

And Black wins.

GAME THE SECOND.—("Handbook," p. 199.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Q. to K's 2nd.

The author of the "Popular Introduction to Chess," pronounces 3. $\frac{\text{Q. to K's 2nd}}{\text{}}$, to be no defence at all, since White may still play 4. $\frac{\text{P to Q's 4th}}{\text{}}$, thus,—

4. P. to Q's 4th.	4. P. takes P.
5. P. takes P.	5. Q. takes K's P. (ch.)
6. K. Kt. to K's 2nd.	6. K's B. checks.
7. B. to Q's 2nd.	

when he dismisses the opening with the remark that "the freedom of your game, and the weak position of his Queen, will give you the better chance." The game probably would be continued as follows :—

	7. B. takes B. (ch.)
8. Q's Kt. takes B.	8. Q. to K's 2nd.

Taking the K. Kt's Pawn would be unwise, and almost equally so playing 8. Q. to K. Kt's 3rd, or 8. Q to K Kt's 5th; in fact the only safe square to which the Queen can repair is the K's 2nd.

9. Castles.	9. Q. to Q's sq.

He may also play K. Kt. to K. B's 3rd.

10. K. R. to K's sq.	10. K. Kt. to K's 2nd.

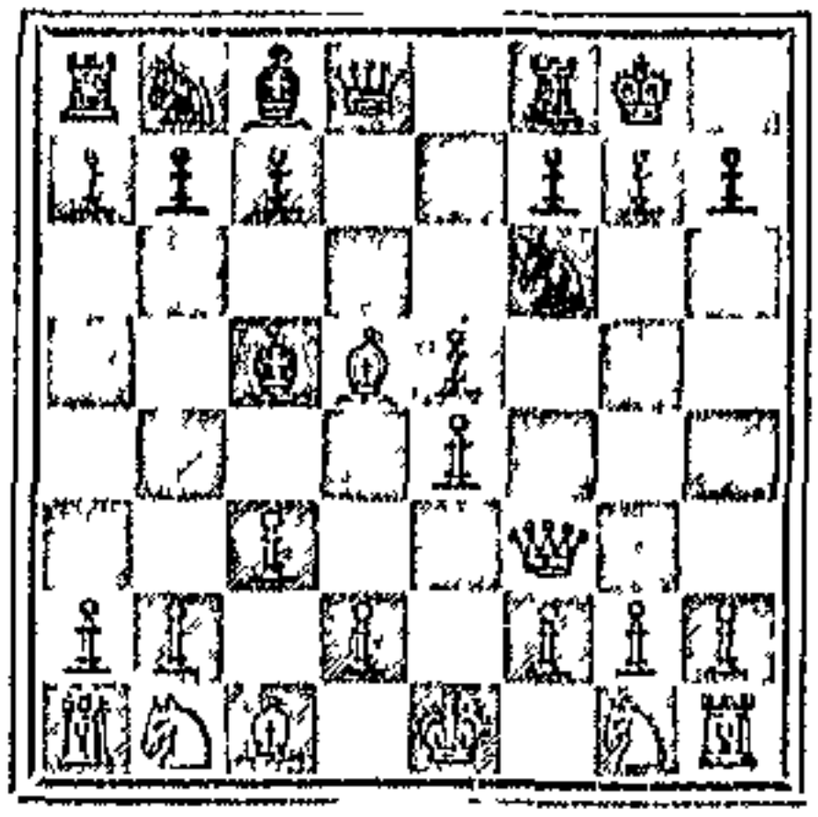
After this Black may Castle, play P. to Q's 4th, and bring out his pieces; and it may be questioned whether his adversary has advantage sufficient to compensate the loss of one Pawn and the isolated position of another.

GAME THE FOURTH.—("Handbook," p. 202.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. P. to Q's 4th.
4. B. takes P.	4. K. Kt. to K. B's 3rd.
5. Q. to K. B's 3rd, or (A.)	5. Castles.

Appended is a diagram of the game after Black's 5th move:

BLACK.



WHITE.

At this point, in the "Handbook," White is made to play 6. P to Q's 4th, by which sacrifice of a Pawn he equalizes the game. The "Handbuch" gives instead—

6. K. B. to Q. B's 4th.	6. Q. B. to K. Kt's 5th.
7. Q. to Q's 3rd.	

and White maintains the Pawn at the expense of a somewhat cramped position. Black's best rejoinder seems to be—

7. Q. to K's 2nd.

If at move 6, instead of playing 6. B. to Q B's 4th, White move 6. B to Q Kt's 3rd. / Q B to K Kt's 5th. 7. Q to K. Kt's 3rd. / Kt. takes K's P. 8. Q takes B. / Kt. takes K. B's P., Black has the advantage.

(A.)

Variation on White's 5th move.

5. Q. to Q. Kt's 3rd.	5. Castles.
6. Kt. to K. B's 3rd.	6. P. to Q. B's 3rd.
7. K. B. takes K. B's P. (ch.)	7. K's R. takes B.
8. K. Kt. takes K's P.	8. K. B. takes K. B's P. (ch.)

In the "Handbook," and in all other works I believe, where Mr. Lewis' "Counter Gambit" has been examined, White is counselled at this stage to move his King to K. B's sq., but the subjoined variations go far, in our opinion, to prove that K. to B's sq. is not satisfactory, and, as a consequence, that White's attack beginning with 7. K. B. takes K. B's P (ch) is untenable.

9. K. to K. B's sq.	9. K. Kt. to Q's 4th.

This is the move (hitherto as far as I know entirely overlooked), which appears not merely to parry White's attack but to allow his opponent to assume the offensive and to very good purpose.

10. K's Kt. takes R.

Instead of taking the Rook White may play 10. K's P. takes Kt. see (B.); or 10. P to Q B's 4th as shown under Variation (C.)

10. Q. to K. B's 3rd.

11. K. Kt. to K's 5th.

This appears to be as good a move as he can make; if he play 11. P. takes Kt., then follows 11. K. B to K. R's 5th (dis ch.) 12. K. to K's 2nd / Q's B. checks, and Black has the game in his hands. If 11. P. to Q B's 4th / Q. B. to K. Kt's 5th, and again Black must win.

	11. Q. takes Kt.
12. K. takes B.	12. Q. to K. B's 5th (ch.)
13. K. to Kt's sq. (best.)	13. Q. takes K's P.
14. P. to K. R's 3rd.	

(If 14. Q to Q's sq. / B to K. Kt's 5th 15. P. to Q's 3rd. / Q. to K's 3rd. 16. Q. to K. B's sq. / Q. Kt. to Q's 2nd. followed by 17. R. to K. B's sq., &c.)

	14. Q. B. to K's 3rd.
15. Q. to Q's sq.	15. Q. Kt. to Q's 2nd.
16. Q. to K. B's 3rd.	

(If 16. P. to Q's 4th / R. to K. B's sq., with a fine game.)

	16. Q. to K. Kt's 3rd.
17. P. to Q's 4th.	17. R. to K. B's sq.
18. Q. to K's 2nd.	

(If 18. Q to Q's sq. / B. to K B's 4th. 19. Kt. to Q's 2nd. / K. Kt. to K's 6th. 20. Q. to K. B's 3rd. / K. Kt. to Q. B's 7th 21. Q. R. to Kt's sq. / B. to Q's 6th. 22. Q. to Q's sq. / Kt. to K's 6th, and Black wins.)

	18. B. to K. B's 4th.
19. Kt. to Q's 2nd.	19. B. to Q's 6th.
20. Q. to K's sq.	20. K. Kt. to K. B's 5th.

And White cannot save the game.

(B.)

10. P. takes K's Kt.	10. K. B. to K. R's 5th (dis. ch.)
11. K. Kt. to B's 3rd.	

(If 11. Kt. takes K's R. / Q. to K. B's 3rd, and Black has a winning attack. If 11. K. to K's 2nd. / Q. to K's 2nd. 12. P. to Q's 4th / Q's B. checks, and Black ought to win.)

11. Q. B. to K. Kt's 5th.

12. P. to Q's 4th.

(If 12. $\frac{\text{Q's P. takes P.}}{\text{Q's B takes Kt.}}$, or 12. $\frac{\text{}}{\text{Q to Q's 6th (ch)}}$, and White has no resource.)

	12. K's R. takes Kt. (ch.)
13. Kt's P. takes R.	13. Q's B. takes P.
14. P. to Q. B's 4th.	14. Q. to K. B's 3rd.

And Black wins in a few moves.

(C.)

10. P. to Q. B's 4th.

With the object of playing the Queen across to the King's side. (If he move, instead, 10. $\frac{\text{P. to Q's 4th}}{\text{K. B. to K's 6th (dis. ch.}}$ 11. $\frac{\text{K's Kt takes R.}}{\text{Q. to K. B's 3rd (ch)}}$ 12. $\frac{\text{K to K's 2nd}}{\text{Q. B. to K. Kt's 5th (ch)}}$, &c.)

10. K. Kt. to K's 6th (ch.)

11. Q's P. takes Kt.

(If 11. $\frac{\text{K. to K's 2nd.}}{\text{Q B. to K. Kt's 5th (ch)}}$ 12. $\frac{\text{K. Kt. to B's 3rd (best.)}}{\text{K. Kt. takes Kt's P.}}$ 13. $\frac{\text{K takes B.}}{\text{K. Kt. to K R's 5th}}$, and White may surrender.)

	11. K. B. to K. R's 5th (dis. ch.)
12. Kt. takes R.	

(If 12. $\frac{\text{Kt. to K. B's 3rd.}}{\text{K's R takes Kt (ch)}}$ 13. $\frac{\text{P. takes R}}{\text{Q B. to K. R's 6th (ch)}}$ 14. $\frac{\text{K to K's 2nd.}}{\text{Q to K. Kt's 4th.}}$ and Black has a superlative attack.)

	12. Q. to K. B's 3rd (ch.)
13. K. to K's 2nd.	13. Q. to K. B's 7th (ch.)
14. K. to Q's 3rd.	14. Kt. to Q. R's 3rd.
15. Q. to Q. R's 3rd.	15. Q. B. to K. Kt's 5th.
16. Q. Kt. to Q. B's 3rd.	16. K. takes Kt.

And Black must win easily.

GAME THE FIFTH.—("Handbook," p. 203.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q's 4th.	4. K. B. to Q. Kt's 3rd.
5. K. Kt. to B's 3rd.	

This apparently is somewhat better for White than 5. K Kt to K's 2nd, which the "Handbook" recommends. Black is obliged to answer either with 5. Q to K's 2nd, or 5. P. takes P.; and each leads to a variation of the "Giuoco Piano," slightly in favour of the first player.

GAME THE SIXTH.—("Handbook," p. 204.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	

Here the observation in the "Handbook," p. 204, is—"I have found in play that 4. P. to Q's 4th, gave me a free, well opened game, preferable to any obtained by the move in the text." According to the "Handbuch," 4. P. to Q's 4th ought to yield the advantage to the second player, thus,—

4. P. to Q's 4th.	4. P. takes P.
5. Kt. takes P.	5. K. Kt. to K's 2nd, &c.

GAME THE SEVENTH.—("Handbook," p. 205.)

WHITE.	BLACK
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K. B's 3rd.	

Jaenisch remarks that 3. Q. to K. B's 3rd, though it abandons the advantage of the move does not compromise the game. The move 4. P to K. Kt's 4th, given in the "Handbook" is needlessly hazardous.

GAME THE EIGHTH.—("Handbook," p. 206.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K. Kt's 4th.	3. Q. to K. B's 3rd.

The opening is now quite even. Instead of 4. P to Q's 4th, which turns the scale somewhat in Black's favour, White should play 4. Q to K Kt's 3rd, and the game is equal.

GAME THE ELEVENTH.—("Handbook," p. 208.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. Kt's 4th.	

This probably is White's best move, as it almost ensures a variation of the "Evans' Gambit," which is profitable to the first player.

	3. B. takes Q. Kt's P.
4. P. to Q. B's 3rd.	4. B. to Q. R's 4th.

(Black must retreat his Bishop to this square or subject himself to a very unfavourable position, for suppose 4. B. to Q B's 4th.

5. P to Q's 4th. / P. takes P. 6. B. takes K. B's P. (ch.) / K. takes B. 7. Q. to K. R's 6th (ch.) / P. to K. Kt's 3rd.

8. Q. to Q's 5th (ch.) / K. to Kt's 2nd. In similar positions it is usually better perhaps to check with the Queen thus before capturing the Bishop. 9. Q. takes B, and White has a capital game.)

5. K. Kt. to K. B's 3rd.	5. Q. Kt. to Q. B's 3rd.

and we have the legitimate Evans' Opening. If instead of bringing out his Q's Kt., Black play,—

5. P. to Q's 3rd.

then follows—

6. Q. to Q. Kt's 3rd.

And White has the better opening.

GAME THE FIFTEENTH.—("Handbook," Variation at p. 213.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. Q. Kt. to Q. B's 3rd.
4. K. B. takes K. B's P. (ch.)	4. K. takes B.
5. Q. to Q. B's 4th (ch.)	5. P. to Q's 4th.
6. Q. takes B.	6. P. takes K's P.

The "Handbook" now makes White give check with his Queen at B's 4th, and then capture the K's Pawn with Queen; possibly, however, he would do better in playing 6. K. Kt. to K's 2nd, or 6. Q. Kt. to Q. B's 3rd; by checking he affords his adversary an opportunity of bringing his pieces out much *more rapidly than is desirable.*

CHAPTER II.

GAME THE FIRST.—("Handbook," p. 222.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to K. B's 3rd.
3. K. Kt. to K. B's 3rd.	

This move, which is given in Game the Fourth, p. 226 of the "Handbook," I conceive to be White's best. The opening is now resolved into a phase of "Petroff's Defence," White's 2nd and 3rd moves being transposed. If Black proceed with,—

4. K. Kt. takes P.

White's proper course now is not to play as in the "Handbook," 5. $\frac{\text{P. to Q's 3rd}}{}$, but,—

5. Q. Kt. to Q. B's 3rd.

and we have then a position that has been previously noticed as favourable for the first player. See "Petroff's Defence," p. 96 of the present volume.

CENTRE GAMBIT.

THIS *début* formerly little practised and less understood, was one of the very few openings which considerations of space obliged me to omit in the "Handbook." It has since come much more into vogue, and the present is a favourable opportunity for exhibiting its leading variations, as given by Jaenisch in his "Analyse Nouvelle" and by the German "Handbuch."

WHITE.	*BLACK.*
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	

This move gives the name to the opening.

	2. P. takes P.
3. *K. B. to Q. B's 4th.*	3. *K. Kt. to K. B's 3rd.*

3. $\frac{\text{K. B to Q B's 4th}}{}$ is generally admitted to be White's best move. If Black reply with 3. $\frac{\text{P. to Q B's 4th}}{}$, then follows 4. $\frac{\text{P. to Q. B's 3rd}}{\text{Q Kt. to Q. B's 3rd}}$. (Taking the Q. B's P. is bad play, because it brings the adverse Q's Kt. into immediate action and opens the Q's file.) 5. $\frac{\text{K Kt. to K. B's 3rd}}{\text{Q to K. B's 3rd}}$. (This move cannot be made so favourably when Black has not played his K's B. and Q's P., but even here it does not seem to be so detrimental as taking the Q. B's P., which I hold the defending player in this species of opening should resolutely avoid.) 6. $\frac{\text{Castles}}{\text{P. to Q's 3rd}}$. 7. $\frac{\text{Q B P takes P.}}{\text{P. takes P.}}$. 8. $\frac{\text{K. B. to Q. Kt.'s 5th}}{\text{Q B. to Q's 2nd}}$. White has a freer game, which is mainly owing to his adversary's bad move of 3. $\frac{}{\text{P. to Q. B's 4th}}$. Jaenisch recommends for Black

3. B to Q Kt's 5th (ch) 4. P to Q B's 3rd. 5. P. takes P.
P. takes P. Q to K B's 3rd

6. P takes B. This move the author of "A Popular Introduction to Chess" suggests instead of 6. Q to Q Kt's 3rd, and I agree with him in thinking the attack obtained is an equivalent for the lost exchange. 6. Q. takes R.

7. Q. to Q Kt's 3rd 8. Q R to Q Kt's 2nd. 9. K. Kt to K's 2nd
Q. to K. B's 3rd. Q. to K Kt's 3rd. K. Kt. to K. R's 3rd.

10. Q Kt to Q B's 3rd. 11. K Kt. to K B's 4th, and White will
P to Q B's 3rd.

presently have an overwhelming array of Pieces bearing on the adverse King. It should be observed that after 3. K. Kt. to K. B's 3rd, the position is the same as that in the opening of the Kt.'s defence to the King's Bishop's Game.

1. P. to K's 4th. 2. K B to Q B's 4th. 3. P to Q's 4th,
P. to K's 4th. K Kt. to K. B's 3rd. P. takes P.

4. P. to K's 5th

(If 4. Q takes P., then 4. Q. Kt. to Q B's 3rd, and the game is equal.)

4. P. to Q's 4th,

&c., as in the "Handbook," p. 223.

Variation on White's 3rd move,

3. K. Kt. to K. B's 3rd. 3. Q. Kt. to Q. B's 3rd.

This or 3. K B. to Q. B's 4th is Black's best rejoinder, bringing about a position of the Scotch game.

4. K. B. to Q. B's 4th. 4. K. B. to Q. B's 4th.
5. P. to Q. B's 3rd.

And Black may now play 5. K. Kt to K. B's 3rd, or 5. Q. to K. R's 5th. without danger or disadvantage, the game then being an equal one.

GAMES

ILLUSTRATIVE OF THE KING'S BISHOP'S OPENING AND THE CENTRE GAMBIT.

GAME I.—Between Messrs. Heydebrand and Bledow.

WHITE. (Mr. B.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Q. to K's 2nd.
4. K. Kt. *to* B's 3rd.	4. Q. Kt. *to* B's 3rd.
5. P. to Q's 4th.	5. K. B. to Q. Kt's 3rd.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q. R's 4th.	7. P. to Q. R's 4th.
8. Q. B. to K's 3rd.	8. K. Kt. to B's 3rd.
9. Q's P. takes P.	9. Q's Kt. takes P.
10. K. Kt. takes Kt.	10. P. takes Kt.
11. B. takes B.	11. P. takes B.
12. Q. Kt. to Q's 2nd.	12. Castles.
13. Q. to K's 2nd.	13. B. to Q's 2nd.
14. Q. R. to Q's sq.	14. B. takes Q. R's P.
15. P. to Q. Kt's 3rd	15. B. to Q. B's 3rd.
16. P. to K. B's 4th.	16. Q. R. to Q's sq.
17. P. takes K's P.	17. Q. takes P.
18. K. R. to K. B's 5th.	18. Q. to her 3rd.
19. P. to K's 5th.	19. Q. to her B's 4th (ch.)
20. K. *to* R's *sq.*	20. Kt. *to* K's *5th.*
21. Kt. takes Kt.	21. R. takes R. (ch.)
22. Q. takes R.	22. B. takes Kt.
23. R. takes K. B's P.	23. R. takes R.
24. Q. to her 8th (ch.)	24. Q. to K. B's sq.
25. B. takes R. (ch.)	25. K. takes B.
26. P. to K's 6th (ch.)	26. K. to Kt's sq.
27. P. to K's 7th.	

And Black surrenders.

GAME II.—Between Stourbridge and the University of Cambridge, played by Correspondence.

WHITE. (Stourbridge.)	BLACK. (Cambridge.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.

5.	P. to K. R's 3rd.*	5.	Q. B. to K's 3rd.
6.	K. B. to Q. Kt's 3rd.†	6.	Q's B. takes B.
7.	Q. takes B.	7.	K. B. to Q. Kt's 3rd.
8.	*Castles.*	8.	Q. Kt. to Q's 2nd.
9.	P. to Q's 4th.	9.	K. Kt. to B's 3rd.
10.	B. to K. Kt's 5th.	10.	P. to K. R's 3rd.
11.	B. takes Kt.	11.	Q. takes B.
12.	K's R. to Q's sq.‡	12.	P. to K. Kt's 4th.
13.	Q. Kt. to R's 3rd.	13.	P. to K. Kt's 5th.
14.	K. R's P. takes P.	14.	K. R. to K. Kt's sq.
15.	K. R. to Q's 3rd.	15.	K's R. takes P.
16.	K. Kt. to Q's 2nd.	16.	Castles.§
17.	Q. Kt. to Q. B's 4th.	17.	Q. R. to K. Kt's sq.
18.	Kt. takes B. (ch.)	18.	Q. R's P. takes Kt.
19.	P. to K. Kt's 3rd.	19.	K. R. to K. B's 5th.‖
20.	Q. R. to K. B's sq.	20.	P. to K. R's 4th.
21.	Q. to Q's sq.	21.	P. to K. R's 5th.
22.	Q. to K's 2nd.	22.	Q. to K. Kt's 3rd.
23.	K. to Kt's 2nd.	23.	Kt. to K. B's 3rd.
24.	Q's P. takes P.	24.	Kt. to K. R's 4th.
25.	K. R. to K. B's 3rd.¶	25.	*Q's P. takes P.*
26.	Q. to K's 3rd.	26.	R. to K. Kt's 5th.
27.	R. to K. Kt's sq.	27.	K. R's P. takes P.
28.	K. to K. B's sq.	28.	P. to K. Kt's 7th (ch.)
29.	K. to K's sq.	29.	Kt. to K. B's 5th.
30.	R. to K. Kt's 3rd.	30.	R. takes R.
31.	Q. takes R.	31.	Q. takes Q.
32.	P. takes Q.	32.	R. takes P.
33.	K. to K. B's 2nd.	33.	R. to K. R's 6th.
34.	Kt. to K. B's 3rd.	34.	R. to K. R's 8th.**

---

* Jaenisch condemns this move, on the ground that it is a waste of time, as Black can never advantageously play Q. B. to K. Kt's 5th.

† 6. $\frac{\text{B. takes B.}}{\text{\quad\quad}}$ would be better.

‡ Weak; the primary cause of all their difficulties.

§ It is usually very hazardous for the second player to Castle on the Queen's side in this opening. In the present instance, however, White has no time to set up any counter attack.

‖ To prevent Q. R. being played to K's sq, and afterwards to K's 3rd, *which would in a great measure have neutralized the attack.* Another advantage arising from compelling the move of Q. R. to K. B's sq. is, that the White King is thereby locked safely in.

¶ 25. $\frac{\text{P. takes Q's P.}}{\text{\quad\quad}}$ would have been fatal; as it is Black cannot at present play $\frac{\text{\quad\quad}}{\text{K. R's P. takes P.}}$

** The position here is very remarkable. White cannot stir one of their pieces without instant loss. In fact, they might have resigned at

35. K. to K's 3rd.	35. K. to Q's sq.
36. P. to Q. B's 4th.	36. K. to K's 2nd,
37. K. to Q's 2nd.	37. K. to K. B's 3rd.
38. K. to K's 3rd.	38. K. to K. Kt's 3rd.
39. Kt. takes P. (ch.)	39. K. to K Kt's 4th.
40. Kt. to K. B's 3rd (ch.)*	40. K. to K. Kt's 5th.
41. K. to K. B's 2nd.	41. Kt. to K. R's 6th (ch.)

And White resigns.

GAME III.—Between Messrs. Heydebrand and Bledow.

WHITE. (Mr. B.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes Q's P.
4. P. to K's 5th.	4. P. to Q's 4th.
5. K. B. to Q. Kt's 3rd.	5. K. Kt. to K's 5th.
6. K. Kt. to K. B's 3rd.	6. K. B. to Q. Kt's 5th (ch.)
7. P. to Q. B's 3rd.	7. P. takes P.
8. Castles.	8. P. takes Q. Kt's P.
9. Q's B. takes P,	9. Q. B. to K's 3rd.
10. K. Kt. to Q's 4th.	10. P. to Q. B's 4th.
11. Kt. takes B.	11. P. takes Kt.
12. P. to K. B's 3rd.	12. K. Kt. to his 4th.
13. P. to K. B's 4th.	13. K Kt. to K's 5th.
14. P. to K B's 5th.	14. P. to Q. B's 5th.
15. K. B. to Q. R's 4th (ch.)	15. Q. Kt. to Q. B's 3rd.
16. P. takes K's P.	16. B. to Q. B's 4th (ch.)
17. B. to Q's 4th.	17. Q. to her Kt's 3rd.
18. B. takes B.	18. Q. takes B. (ch.)
19. K. to R's sq.	19. Kt. to K. B's 7th (ch.)
20. R. takes Kt.	20. Q. takes R.
21. Q. Kt. to B's 3rd.	21. Castles on K's side.
22. Kt. takes Q's P.	22. Q. R. to K's sq.
23. P. to K's 7th.	23. K. R. to K. B's 4th.
24. B. to Q. B's 2nd.	24. K. R. takes K's P.
25. P. to K. R's 3rd.	25. Kt. takes P.
26. Kt. takes Kt.	26. Q's R. takes Kt.

And White resigned.

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this point, as they can never break through with their Pawns on the Queen's side, and all Black have to do is to march their King up, which their opponents are powerless to prevent.

* Taking the K. B's P. would have been quite useless.

GAME IV.—Between Prince Ouroussoff and Mr. Schulten.

WHITE. (Prince O.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt to Q. B's 3rd.
4. Kt. to K. B's 3rd.	4. B to Q. Kt's 5th (ch.)
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. B. to Q. R's 4th.
7. Castles'*	7. P. to K. R's 3rd.
8. P., to K's 5th.	8. K. Kt. to K's 2nd.
9. B. to Q. R's 3rd.	9. Castles.
10. Q. to Q's 3rd.	10. K. to R's sq.
11. Q. Kt. to Q's 2nd.	11. P. to K. B's 3rd.
12. P. takes P.	12. R. takes P.
13. Q. Kt. to K's 4th.	13. R. to K. B's sq.
14. Q. Kt. to K. Kt's 5th.†	14. P. to K. Kt's 3rd.‡
15. Q. Kt. to K. B's 7th. (ch.)	15. R. takes B.
16. B. takes R.	16. K. to Kt's 2nd.
17. Q. B. takes Kt.	17. Kt. takes B.
18. Kt. to K's 5th.	18. P. to Q's 3rd.
19. Kt. takes K. Kt's P.	19. B. to K. B's 4th.
20. Q. to Q's 4th (ch.)	20. K. takes B.
21. Kt. takes Kt.	21. B. to K's 3rd.§
22. Kt. to Q's 5th.	22. Q. to K. Kt's 4th.
23. Kt. to K. B's 4th.	23. R. to K. Kt's sq.
24. P. to K. Kt's 3rd.	24. B to Q. Kt's 3rd.
25. Kt. takes Q's B.	25. K. takes Kt.
26. Q. to K's 4th (ch.)	26. K. to Q's 2nd.
27. K. R. to K's sq.	27. P. to K. R's 4th.
28. Q. to Q. R's 4th (ch.)‖	28. P. to Q. B's 3rd.

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* The position now is precisely that which occurs in the "Scotch Gambit" (Cochrane Attack), see "Handbook," p. 167. White's 7th move is I believe the best he can possibly play, though not noticed by either Jaenisch or the "Handbuch." Black's reply of P. to K. R's 3rd is very weak, 7. $\frac{\text{P. to Q's 3rd}}{\text{_____}}$, seems as good as anything.

If 7. $\frac{\text{Q. to K. B's 3rd.}}{\text{_____}}$ 8. $\frac{\text{P. to K's 5th.}}{\text{Q. to K. Kt's 3rd.}}$ 9. $\frac{\text{R. to K's sq.}}{\text{_____}}$, and White threatens to win the Q. by playing K. Kt. to K. R's 4th.

† Very cleverly played. Black dare not take the Knight.

‡ The only move.

§ Had he taken the Knight he would have lost his Bishop in return.

‖ To tempt Black to play P. to Q. B's 3rd, and thereby weaken his Q's Pawn.

29. Q. to K's 4th.	29. B. to Q. B's 4th.
30. Q. R. to Q. Kt's sq.	30. P. to Q. Kt's 3rd.
31. Q. to K's 6th (ch.)	31. K. to Q's sq.
32. Q. R. to Q's sq.	32. R. to Kt's 2nd.
33. R. takes Q's P. (ch.)	

And White wins.

GAME V.—Between the same players.

WHITE. (Mr. S.)	BLACK. (Prince O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to K. B's 3rd.	4. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. takes P.
7. Kt takes P.	7. K. Kt. to K's 2nd.*
8. R. to K's sq.	8. Castles.
9. B. to K. Kt's 5th.†	9. Q. to K's sq.
10. P. to K's 5th.	10. B. to K. Kt's 5th.
11. P. takes Q's P.	11. K. B. takes Q's P.
12. B. to Q. Kt's 5th.	12. P. to K. B's 3rd.
13. B. to K. R's 4th.	13. Q. to K. R's 4th.
14. Q. to Q. Kt's 3rd (ch.)	14. K. to R's sq.
15. B. to K. Kt's 3rd.	15. Q's B. takes Kt.
16. P. takes B.	16. Q. Kt. to Q's 5th.‡
17. Q. to Q. R's 4th.	17. Kt. takes K. B's P. (ch.)
18. K. to Kt's 2nd.	18. Kt. takes R. (ch.)
19. R. takes Kt.	19. B. takes B.
20. K. R's P. takes B.	20. Kt. to K. Kt's 3rd.
21. B. to Q's 3rd.	21. Kt. to K's 4th.
22. B. to K's 4th.§	22. P. to K. B's 4th.
23. B. takes Q. Kt's P.‖	23. Q. R. to K's sq.
24. R. to K. R's sq.	24. Q. to K. Kt's 3rd.
25. Q. to K. R's 4th.	25. P. to Q. B's 3rd.
26. Kt. to K's 2nd.	26. P. to K. B's 5th.¶
27. Kt. takes P.	27. Q. to K's 5th (ch.)

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* As usual the opening has resolved itself into a variation of the "Scotch Gambit." See "Handbook," p. 101, Variation II.

† This would have been more effective if played a move earlier.

‡ Far better than taking the K. B's P. with the Queen.

§ Threatening R. to K. R's sq.

‖ He has nothing better.

¶ Well played.

28. K. to K. B's sq.
29. P. takes R.
30. Q. to K. R's 5th.
31. B. takes P.
32. K. to Kt's 2nd.
33. K. to Kt's 3rd.
34. K. to Kt's 4th.
35. B. takes Q.
36. K. to Kt's 5th.
37. K. takes R.
38. P. to Q. Kt's 4th.
39. B. to Q's 5th.
40. B. takes Kt.

28. K's R. takes Kt.
29. Kt. to K. B's 6th.
30. R. to Q's sq.
31. R. to Q's 8th (ch.)
32. Kt. to K. R's 4th (ch.)†
33. Kt to K. B's 4th (ch.)
34. R. takes R.
35. Kt. to K. R's 3rd (ch.)
36. R. takes Q. (ch.)
37. K. to Kt's sq.
38. Kt. to K. B's 2nd.
39. K. to B's sq.

And White wins.

Game VI.—Between Messrs. Discart and Bonetti.

WHITE. (Mr. D.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. B. to Q. Kt's 5th (ch.)
4. P. to Q. B's 3rd.	4. P. takes P.
5. P. takes P.	5. Q. to K. B's 3rd.
6. P. takes B.‡	6. Q. takes R.
7. Q. to Q. Kt's 3rd.	7. Q. to K. B's 3rd.
8. B. to Q. Kt's 2nd.	8. Q. to K. Kt's 3rd.
9. K. Kt. to K's 2nd.	9. K. Kt. to K. R's 3rd.§
10. Q. Kt. to Q. B's 3rd.	10. P. to Q. B's 3rd.
11. K. Kt. to K. B's 4th.	11. Q. to K. Kt's 4th.
12. Q. Kt. to K's 2nd.	12. Castles.
13. P. to K. R's 4th.	13. Q. to K's 2nd.
14. Q. to K. Kt's 3rd.	14. P. to K. Kt's 3rd.
15. Kt. takes K. Kt's P.	15. Q. takes Q. Kt's P. (ch.)
16. B. to Q. B's 3rd.	16. Q. to Q. Kt's 8th (ch.)
17. K. to Q's 2nd.	

And White wins.

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† This was ill-considered. By simply playing R. takes R., Black must win easily.

‡ By this sacrifice White obtains a strong attack.

§ He dared not take the K. Kt's P.

Game VII.—Between Messrs. Harrwitz and Kieseritzky both players blindfold.

WHITE. (Mr. H.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to K. B's 3rd.	4. B. to Q. Kt's 5th (ch.)
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. B. to Q. R's 4th.
7. Kt to K. Kt's 5th.*	7. Q. Kt to K's 4th.†
8. Kt. takes K. B's P.	8. Kt. takes Kt.
9. B. takes Kt. (ch.)	9. K. takes B.
10. Q to K. R's 5th (ch.)	10. P. to K. Kt's 3rd.
11. Q. takes K's B.‡	11. Kt. to K. B's 3rd.
12. Castles.	12. K. R. to K's sq.
13. P. to K's 5th.	13. P. to Q. Kt's 3rd.
14. Q. to Q. Kt's 5th.	14. P. to Q. B's 3rd.
15. Q. to K's 2nd.	15. P. to Q. R's 4th.
16. B. to K. Kt's 5th.	16. B. to Q. R's 3rd.
17. P to Q. B's 4th.	17. P. to Q's 3rd.§
18. P. to K. B's 4th.	18. P. takes P.
19. P. takes P.	19. Q. to Q's 5th (ch.)
20. K. to K. R's sq.	20. B. takes P.
21. R takes Kt. (ch.)	21. K. to K. Kt's sq.
22. Q. to Q. B's 2nd.	22. K's R. takes P.
23. Kt. to Q. B's 3rd.	23. R. takes B.
24. K. R. to K. B's 3rd.	24. Q. R. to K's sq.
25. Q. R. to Q's sq.	25. B. to Q's 4th.
26. P. to K. R's 3rd.	26. Q. to K. R's 5th.
27. Kt. takes B.	27. P. takes Kt.
28. Q. R. to K. B's sq.	28. K. R. to K's 4th.
29. Q. to Q's 3rd.	29. Q. to Q. B's 5th.
30. Q. to Q's 2nd.	30. K. R. to K's 6th.
31. R. to K. B's 7th.‖	31. Q. to K's 4th.
32. K. to R's 2nd.	32. K. R. to K's 7th.
33. Q. to K. Kt's 5th.	33. Q. to K's 4th (ch.)

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* Castling at this point secures the advantage for the first player.

† He ought rather to have played his K. Kt. to K. R's 3rd.

‡ Better to have checked first at Q's 5th. The King must then either have shut out the Rook for some moves, or by moving to K. Kt's 2nd, have enabled White to play B. to Q. Kt's 2nd with advantage.

§ By this move Black obtains a decisive advantage, but had his King been at his Kt's 2nd White would have won a piece.

‖ R. to K. B's 8th (ch.) would have given White the best chance of drawing the game, as Black's King is so exposed.

34. Q. takes Q.	34. K's R. takes Q.
35. K. R. to Q's 7th.	35. Q. R. to K's 2nd.
36. K. R. to Q's 8th (ch.)	36. K. to K. Kt's 2nd.
37. Q. R. to Q's sq.	37. K. R. to K's 7th.
38. Q's R. takes P.*	38. K. R. takes Q. R's P.
39. Q. R. to Q. Kt's 5th,	39. Q. R. to K's 7th.
40. Q. R. to K. Kt's 5th.	40. P. to Q. R's 5th.
41. K. R. to Q. Kt's 8th.	41. K. R. to Q. Kt's 7th.
42. K. R. to Q. Kt's 7th (ch.)	42. K. to K. B's 3rd.
43. P. to R's 4th.	43. P. to Q. R's 6th.
44. K. R. takes K. R's P.	44. P. to Q. R's 7th.
45. K. R. to K. R's 6th.	45. Q's R. takes P. (ch.)

And Black wins.

GAME VIII.—Mr. St. Amand against Messrs. Devinck, Willermet, Benoit, and Delondre in consultation.

WHITE. (The Allies.)	BLACK. (Mr. St. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.†
5. Castles.	5. B. to K's 2nd.‡
6. Kt. takes P.§	6. Castles.
7. Kt to Q. B's 3rd.	7. B. to Q. B's 4th.
8. B. to K's 3rd.	8. Q. Kt. to K's 4th.
9. B. to Q. Kt's 3rd.	9. K. Kt. to K. Kt's 5th.
10. B. to K. B's 4th.	10. P. to Q's 3rd.
11. P. to K. R's 3rd.	11. K. Kt. to K. B's 3rd.
12. B. to K's 3rd.	12. P. to Q. B's 3rd.
13. P. to K. B's 4th.	13. Q. Kt. to K. Kt's 3rd.
14. Q. to Q's 3rd.	14. P. to Q R's 4th.
15. P. to Q. R's 4th.	15. K. Kt. to K. R's 4th.
16. Q. Kt. to K's 2nd.	16. Q. to K's sq.
17. P. to K. Kt's 4th.	17. K. Kt. to K. B's 3rd.
18. Q. Kt. to K. Kt's 3rd.	18. P. to Q. Kt's 3rd.‖
19. P. to K. Kt's 5th.	19. K. Kt. to Q's 2nd.

---

* P. to Q. R's 4th would have been better, as Black must then have either let his own Pawn go for nothing or have relinquished his design of doubling his Rooks on the 7th file.

† This is not the best move, but White fail to take advantage of it as they ought to have done. See "Handbook," p. 102.

‡ This again is far from good.

§ They should have played P. to K's 5th.

‖ A trap; tempting White to push his K. Kt's P. on the Kt., with a view to winning the Q. B's P.

20. Kt. takes Q. B's P.	20. B. to Q. R's 3rd.*
21. P. to Q. B's 4th.	21. P. to Q's 4th.†
22. K. Kt. to Q's 4th.	22. P. takes Q. B's P.
23. K's B. takes P.	23. K. Kt. to K's 4th.
24. P. takes Kt.	24. Kt. takes P.
25. B. to Q. Kt's 5th.	25. Kt. takes Q.
26. B. takes Q.	26. K's R. takes B.
27. K. R. to K. B's 3rd.	27. Kt. to K's 4th.§
28. R. to K. B's 4th.	28. Q. R. to Q's sq.
29. K. Kt. to K. B's 5th.	29. Kt. to Q's 6th.
30. B. takes K's B.‖	30. Kt. takes R.
31. B. takes Q Kt's P.	31. Q. R. to Q's 7th.
32. B. takes Q. R's P.	32. Kt. takes K. R's P. (ch.)
33. K. to K. R's sq.	33. R. takes Q. Kt's P.
34. Kt. takes K. Kt's P.¶	34. K. R. to Q. B's sq.
35. K. Kt. to K. B's 5th.	35. K. R. to Q. B's 7th.
36. Kt. to R's 6th (ch.)	36. K. to K. B's sq.
37. Kt. to K. Kt's 4th.	37. Kt. takes Kt's P.
38. R. to Q's sq.	38. B. to Q's 6th.

And after a few more moves the Allies resigned.

GAME IX.—Between Messrs. Heydebrand and Staunton.

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.
4. P. to K's 5th.	4. P. to Q's 4th.
5. B. to Q. Kt's 3rd.	5. Kt. to K's 5th.
6. Kt. to K's 2nd.	6. P. to Q. B's 4th.**
7. Castles.	7. Kt. to Q. B's 3rd.
8. P. to K. B's 3rd.	8. Kt. to K. Kt's 4th.
9. Kt. to K. B's 4th.	9. P. to Q. B's 5th.
10. B. to Q. R's 4th.	10. B. to Q. B's 4th.
11. K. to R's sq.	11. Kt. to K's 3rd.

---

* The turning point in the game.

† Well played. Curiously enough this Pawn is *en prise* to three men, and yet cannot be taken.

‡ Well played again.

§ Secure of breaking up the enemy's position, Black does not choose to draw his Kt. from the centre of the field by taking the Q. Kt's P.

‖ They have nothing better.

¶ Ingenious, but of no avail.

** White has now won one Pawn, and obtained an advantage in position almost equivalent to the gain of another, owing to the remissness of Black in his opening.

12. P. to Q. Kt's 4th.*	12. B. to Q. Kt's 3rd.
13. Kt. takes Kt.	13. B. takes Kt.
14. P. to K. B's 4th.	14. B. to K. B's 4th.†
15. B. to Q. R's 3rd.	15. Castles.
16. Kt. to Q's 2nd.	16. P. to Q's 6th.
17. P. to Q. Kt's 5th.	17. Kt. to K's 2nd.‡
18. P. takes Q's P.	18. B. takes P.
19. K. R. to K. B's 3rd.	19. K. R. to K's sq.
20. B. to Q. B's 2nd.	20. B. takes B.
21. Q. takes B.	21. Kt. to K. Kt's 3rd.
22. Q. R. to Q's sq.§	22. Q. to Q. B's sq.
23. B. to Q. Kt's 2nd.	23. Q. to Q. B's 4th.
24. Kt. to Q. Kt's sq.	24. Q. R to Q's sq.
25. Kt. to Q. R's 3rd.	25. Q. to K's 2nd.‖
26. K. R. to K. R's 3rd.	26. P. to K. R's 3rd.
27. Q. R. to K. B's sq.	27. Q. to Q. B's 4th.
28. P. to K's 6th.¶	28. Q. R to Q's 3rd.**
29. Q. to Q. B's 3rd.	29. P. to K. B's 3rd.

---

* Ingenious. If White had seized the proffered bait, his adversary would have taken Kt. with Kt., and then have taken the Q's Pawn with his Queen, and thus have freed his game considerably.

† This seemed indispensable, to prevent the farther advance of Black's K. B's P.

‡ He might have obtained a fine attack by giving up the exchange at this moment; but in actual play the sacrifice looked very hazardous. Let us suppose, instead of Kt. to K's 2nd, he had played,—

	17. Kt. to Q's 5th.
18. B. takes R.	18. Kt. to K's 7th.

(Threatening to play Q. to K. R's 5th, &c.)

19. Q. to K's sq. (best.)	19. Q. takes B.
20. P. takes P.	20. P. takes P.
21. B. to Q's sq.	21. B. to Q's 5th.
22. Q. R. to Q. Kt's sq.	22. Q. to Q. R's 6th.

And certainly White has ample compensation for his lost exchange.

§ Obviously threatening to take the Q. B's P. with the Knight.

‖ Anticipating Black's playing his Bishop to Q's 4th, &c.

¶ A masterly move. Without the greatest possible care, White must now have got into difficulties.

** This appears to be the only really secure reply to Black's clever move. Suppose, for example, White had played,—

	28. Kt. takes K. B's P.

(If he had taken the K's Pawn either with R. or P., he must clearly have lost a piece.)

29. P. takes P. (ch.)	29. K. takes P.
30. R. takes Kt. (ch.)	

And Black has the advantage.

30. R. to K. Kt's 3rd.	30. Q. R. takes K's P.
31. Kt. to Q. B's 2nd.*	31. Kt. takes K. B's P.
32. Q. to K. B's 3rd.	32. Q. to Q. B's 2nd.
33. R. to K. Kt's 4th.	33. P. to K. Kt's 4th.
34. P. to K. Kt's 3rd.	34. P. to K. R's 4th.
35. R. takes Kt.	35. P. takes R.
36. Q. takes K. R's P.	36. Q. to K. R's 2nd.
37. Q. to K. Kt's 4th (ch.)	37. K. to B's 2nd.
38. Q. takes P.	38. Q. takes Kt.
39. B. takes K. B's P.	39. Q. to K's 5th (ch.)

And Black resigned.

GAME X.—Between Messrs. Kieseritzky and Oudart, the former playing blindfold.

WHITE. (Mr. K.)	BLACK. (Mr. O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to Q. B's 4th.†
4. B. to Q. B's 4th.	4. Kt. to K. B's 3rd.‡
5. P. to K's 5th.	5. Q to K's 2nd.§
6. Castles.	6. Kt. to K's 5th.‖
7. B. to Q's 5th.¶	7. P. to K. B's 4th.
8. K. R to K's sq.**	8. Q. Kt. to Q. B's 3rd.
9. B. takes K's Kt.	9. P. takes B.
10. R takes P.	10. P. to Q's 4th.
11. B. to K. Kt's 5th.	11. Q. to K's 3rd.
12. K. R. to K's sq.	12. B. to K's 2nd.
13. B. takes B.	13. Q. takes B.

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* Had he taken the Kt., White would have won the game by playing Q. to K. B's 7th.

† Major Jaenisch pronounces against this move, and recommends 3. B. to Q. Kt's 5th (ch), which, however, is inferior to 3. B. to Q. B's 4th.

‡ Very bad.

§ Weak; but Black has no good move. 5. Kt. to K. Kt's sq. is perhaps the best under the circumstances.

‖ Again I believe the Knight should have gone home.

¶ R. to K's sq. would have won the piece at once, but I am not certain whether the move actually made is not at least as good if properly followed up.

** Suppose now—

8. P. takes P. (*in passing.*)	8. P. takes P.
9. K. R. to K's sq.	9. P. to K. B's 4th.
10. Kt. to K. Kt's 5th.	

14. P. to Q. B's 3rd.*	14. B. to K. Kt's 5th.
15. P. to K. R's 3rd.	15. B. takes Kt.
16. Q. takes B.	16. Castles on Q's side.
17. Kt. to Q's 2nd.†	17. K. R. to K. B's sq.
18. Q. to K. Kt's 3rd.‡	18. K. R. to K. B's 4th.
19. P. to K. B's 4th.	19. P to K. Kt's 4th.
20. K. B's P. takes P.	20. R. takes K. Kt's P.
21. Q. to K. R's 2nd.	21. P. to Q's 6th.§
22. Kt. to K. B's 3rd.	22. K. R. to K. B's 4th.
23. Q. R. to Q's sq.	23. P. to Q. B's 5th.
24. P. to Q. Kt's 3rd.	24. Q. R. to K. Kt's sq.
25. K. R. to K's 3rd.	25. Q. to K. B's 2nd.
26. Kt. to Q's 2nd.	26. P. to Q's 5th.
27. Q. B's P. takes P.	27. Kt takes Q's P.
28. Kt. takes Q. B's P.	28. Kt. to K's 7th (ch.)
29. R. takes Kt.	29. P. takes R.
30. Kt. to Q's 6th (ch.)	30. K. to Q's 2nd.
31. P. to K's 6th (ch.)‖	31. K. takes P.

And Black wins.

GAME XI.—Between Messrs. Delannoy and Kieseritzky; the latter playing blindfold.

WHITE. (Mr. D.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to Q. B's 4th.
4. B. to Q. B's 4th.	4. P. to Q. Kt's 4th.¶

---

and it is difficult to see how Black could have saved the game. If 10. Q. to Q's 3rd, then 11. Q. to K. R's 5th (ch.), and wins the Queen or mates. If 10. Q. to K. B's 3rd. 11. R takes Kt. (ch.) P. takes R. 12. Q. to K. R's 5th (ch.) K. to K's 2nd. (if 12. K. to Q's sq. 13. Kt. to K's 6th (ch.), and wins the Queen.) 13. Kt takes K's P., and wins the Queen or mates next move.

* After this Black gets out of all his difficulties, and soon turns the tables on his opponent.

† Better perhaps to have taken the Q's P., with a view to bringing his Rooks on to the Q. B's file.

‡ Q. to K. Kt's 4th (ch.) seems better.

§ Black has it all his own way now.

‖ It is quite immaterial what he plays.

¶ Cleverly conceived. If White takes the Pawn he loses his Bishop.

5.	B. to Q's 5th.	5.	Kt. to Q. B's 3rd.
6.	P. to Q. B's 3rd.	6.	P. takes Q. B's P.
7.	P. takes P.	7.	R. to Q. Kt's sq.
8.	Castles.	8.	Kt. to K. B's 3rd.
9.	K. R. to K's sq.	9.	B. to K's 2nd.
10.	B. to K. Kt's 5th.	10.	Castles.
11.	B. takes K's Kt.	11.	K's B. takes B.
12.	P. to K's 5th.	12.	B. to K's 2nd.*
13.	Q. Kt. to Q's 2nd.	13.	R. to Q. Kt's 3rd.
14.	Q. Kt. to K's 4th.	14.	B to Q. Kt's 2nd.
15.	Q. to Q's 2nd.	15.	Q. to Q. Kt's sq.
16.	Q. Kt. to K. Kt's 3rd.	16.	Kt. to Q's sq.
17.	Q. Kt. to K. B's 5th.	17.	K. R. to K's sq.
18.	K. R. to K's 4th.	18.	Q's B. takes B.
19.	Q. takes B.	19.	Q. to Q. Kt's 2nd.
20.	Q. to Q's 3rd.	20.	P. to Q. B's 5th.
21.	Q. to Q. B's 2nd.	21.	Kt. to K's 3rd.
22.	R to K. Kt's 4th.	22.	K. to R's sq.
23.	Q. R. to K's sq.	23.	B. to K. B's sq.
24.	R. to K. R's 4th.	24.	P. to K. Kt's 3rd.
25.	Q. Kt. to K. R's 6th.	25.	P. to Q's 4th.
26.	Q. Kt. to K. Kt's 4th.	26	B. to K. Kt's 2nd.
27.	P. to K. R's 3rd.†	27.	Q. to K's 2nd.
28.	Q. Kt. to K's 3rd.	28.	P. to Q's 5th.‡
29.	Q. Kt. to Q's 5th.	29.	P. to Q's 6th.
30.	Q. to Q's 2nd.	30.	Q. to Q. B's 4th.
31.	Q's Kt takes R.	31.	P. takes Kt.
32.	Q. R. to Q. Kt's sq.§	32.	B. takes P.
33.	Q. to K. R's 6th	33.	Kt. to K. B's sq.
34.	Kt. to K. Kt's 5th.	34.	B. to K Kt's 2nd.
35.	Kt. takes K. B's P. (ch.)	35.	K to K Kt's sq.
36.	Q. to K. B's 4th.	36.	P. to Q's 7th.
37.	K. to K. B's sq.	37.	Q. to K's 2nd.
38.	Kt. to K's 5th.‖	38.	B. takes Kt.
39.	Q. to K's 4th.	39.	B. takes Q. B's P.¶
40.	P. to K. B's 3rd.	40.	Q. takes Q.
41.	R. takes Q.	41.	R. takes R.
42.	P. takes R.	42.	P. to Q. Kt's 5th.
43.	K. to K's 2nd.	43.	Kt. to K's 3rd.

---

* At this point White has undoubtedly the advantage in position.

† Very tame. Q Kt. to K. B's 6th would have been better.

‡ Was this intentional, or a slip?

§ What can be the object of this move except it be to tempt Black to take the K's P., under some erroneous impression as to the consequences.

‖ Better have taken the Q's P. at once, as the loss of the Knight was inevitable.

¶ White's game is now hopeless.

44. P. to K's 5th.	44. Kt. to Q's 5th (ch.)
45. K. to K's 3rd.	45. Kt. to Q. Kt's 4th.
46. K. to K's 4th.	46. B. to Q. Kt's 7th.
47. K. to Q's 5th.	47. B. to Q. B's 8th.

And White resigns.

GAME XII.—Between the Clubs of Hull and the University of Cambridge; played by Correspondence.

WHITE. (Cambridge.)	BLACK. (Hull.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. B. to Q B's 4th.*
4. B. to Q. B's 4th.	4. P. to Q's 3rd.
5. Kt. takes P.	5. Kt. to K. B's 3rd.*
6. Castles.	6. Castles.†
7. B. to K. Kt's 5th.	7. P. to K. R's 3rd.
8. B. takes K's Kt.	8. Q. takes B.
9. P. to Q. B's 3rd.	9. P. to Q. R's 3rd.
10. K. to R's sq.‡	10. Q. B. to Q's 2nd.
11. Q. to Q's 3rd.	11. K's B. takes Kt§.
12. Q. takes B.	12. Q. to K. Kt's 3rd.
13. Kt. to Q's 2nd.	13. Kt. to Q. B's 3rd.
14. Q. to K's 3rd.	14. Kt. to K's 4th.
15. B. to Q. Kt's 3rd.	15. Kt. to K. Kt's 5th.
16. Q. to K. Kt's 3rd.	16. Kt. to K's 4th.
17. Q. takes Q.	17. Kt. takes Q.
18. P. to K. B's 4th.	18. Q. R. to K's sq.
19. Q. R. to K's sq.	19. K. to R's sq.
20. B to Q. B's 2nd.	20. Kt. to K's 2nd.
21. Kt. to K. B's 3rd.	21. P. to K. B's 4th.
22. Kt. to K. R's 4th.	22. B. to Q. Kt's 4th.
23. K. R. to K. Kt's sq.	23. P. to K. Kt's 3rd.‖
24. P. takes K. B's P.	24. P. to K. Kt's 4th.¶
25. P. takes K. Kt's P.	25. P. takes P.

---

* This is perhaps the best reply for the second player.

† K's Kt. takes P., would have been hazardous, though it leads to some interesting Variations.

‡ To be able to play P. to K. B's 4th, should Black play Kt. to Q's 2nd.

§ Well played; frustrating their opponents' scheme for uniting their Pawns in the centre, since if they play 12. P. takes B., they lose a Pawn.

‖ P. to K. Kt's 4th seems rather better.

¶ Was this as good as K. to K. Kt's 2nd?

26. Q's R. takes Kt.	26. P. takes Kt.
27. K. R. to K's sq.	27. R. takes R.
28. R. takes R.	28. R. to K's sq.
29. R. takes R. (ch.)	29. B. takes R.
30. P. to K. Kt's 4th.	30. P. takes P. *(in passing.)*
31. P. takes P.	31. K. to Kt's 2nd.
32. K. to Kt's 2nd.	32. K. to B's 3rd.
33. K. to B's 3rd.	33. K. to Kt's 4th.
34. P. to K. Kt's 4th.*	34. P. to Q's 4th.†
35. P. to Q. Kt's 4th.	35. P. to Q. Kt's 3rd.
36. P. to Q. R's 4th.	36. P. to Q. R's 4th.‡
37. P. to Q. Kt's 5th.§	37. P. to Q. B's 3rd.
38. P. takes P.	38. B. takes P.
39. K. to K's 3rd.	39. P. to Q. Kt's 4th.
40. P. takes P.	40. B. takes P.
41. K. to Q's 4th.	41. P. to Q. R's 5th.
42. K. takes P.	42. P. to Q. R's 6th.
43. B. to Q. Kt's 3rd.	43. K. to K. B's 3rd.
44. K. to K's 4th.‖	44. B. to K's sq.
45. K. to K. B's 4th.	45. B. to K. B's 2nd.
46. P. to K. Kt's 5th (ch.)	

And Black resigns.

GAME XIII.—*Between Messrs. Lowenthal and Falkbeer against Messrs. Staunton and Ranken, in Consultation.*

WHITE. (Messrs. L. and F.)	BLACK. (Messrs. S. and R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.¶	3. Q. Kt to Q. B's 3rd.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.

---

* Though Cambridge has a winning advantage, the position is so critical that the slightest mistake would enable their opponents to draw the game.

† If 34. $\frac{\text{B to Q. B's 3rd (ch.)}}{}$, then 35. $\frac{\text{K to K's 3rd.}}{}$

‡ If 36. $\frac{\text{P. to Q. B's 4th.}}{}$ 37. $\frac{\text{P takes P.}}{\text{P. takes P.}}$ 38. $\frac{\text{P. to Q. R's 6th}}{}$, and Cambridge ought still to win.

§ P. takes P. would have resulted in a drawn game.

‖ The only move. To show the care required even at this stage, suppose,—44. $\frac{\text{P. to Q. B's 4th.}}{\text{B. to Q. R's 6th.}}$ 45. $\frac{\text{B. to Q R's 2nd}}{\text{B. to Q's 8th}}$, and the game is drawn.

¶ This resolves the opening into a position of the "Scotch" game.

5.	Castles.	5.	P. to Q's 3rd.
6.	P. to Q. B's 3rd.	6.	Q. to K. B's 3rd.*
7.	K. B. to Q. Kt's 5th.	7.	Q. B. to K. Kt's 5th.
8.	Q. to Q. R's 4th.	8.	K. Kt. to K's 2nd.
9.	K. Kt. takes Q's P.	9.	Castles on K's side.†
10.	Q. B. to K's 3rd.‡	10.	Q. to K. Kt's 3rd.§
11.	K. to R's sq.	11.	B. takes Kt.
12.	B. takes B.‖	12.	B. to Q's 2nd.¶
13.	Kt. to Q's 2nd.	13.	P. to K. B's 4th.
14.	Q. R. to K's sq.	14.	P. takes K's P.
15.	Kt. takes P.	15.	P. to Q. R's 3rd.
16.	B. takes Kt.**	16.	B. takes B.
17.	Q. to Q. B's 4th (ch.)	17.	B. to Q's 4th.
18.	Q. to K's 2nd.‖	18.	Kt. to K. B's 4th.††
19.	P. to K. B's 3rd.	19.	Q. R. to K's sq.
20.	B. to K. B's 2nd.	20.	B. takes Q. R's P.
21.	P. to Q. B's 4th.	21.	P. to Q's 4th.
22.	P. takes P.	22.	Kt. to Q's 3rd.
23.	Q. to Q's 2nd.	23.	B. to Q. B's 5th.
24.	K. R. to K. Kt's sq.	24.	Q's R. takes Kt.
25.	R. takes R.	25.	Q. takes R.
26.	P. takes Q.	26.	Kt takes P.
27.	B. to K's 3rd.	27.	Kt. takes Q.
28	B. takes Kt.	28.	R. to K. B's 7th.
29.	B. to Q. B's 3rd.	29.	B. takes Q's P.
30.	P. to K. R's 3rd.	30.	P. to K. R's 4th.
31.	P. to K. R's 4th.	31.	K. to K. B's 2nd.
32.	R. to Q's sq.	32.	P. to Q. B's 3rd.
33.	R. to Q's 2nd.	33.	B. takes K. Kt's P. (ch.)
34.	K. to Kt's sq.	34.	R. takes R.

---

* A defence much in favour with our great player McDonnell, and which people are beginning to estimate more highly than they did formerly.

† White dare not avail themselves of the gratuity in the shape of a Pawn now offered, as it would involve the certain loss of the game.

‡ The best move undoubtedly.

§ Threatening Q. B. to K. R's 6th, &c.

‖ Had they taken with the Q. B's P., Black could safely have won their King's Pawn.

¶ *Probably the best move, as it leaves them free to take the King's* Pawn, or, after playing P. to Q. R's 3rd, to gain an awkward attack upon the adverse Queen.

** White might now have made a desperate effort to recover themselves by playing Kt. to K. B's 6th (ch.), but properly answered that move would have cost them the exchange, and left their game in other respects no better than it was before.

†† Now Black have fairly got the attack into their own hands, and they never offer the enemy a chance of retrieving their position.

35. B. takes R.	35. B. to K's 5th.
36. K. to B's 2nd.	36. K. to K's 3rd.
37. B. to Q. B's 3rd.	37. P. to K. Kt's 3rd.
38. B. to Q's 4th.	38. P. to Q. Kt's 4th.
39. P. to Q. Kt's 4th.	39. K. to Q's 4th.
40. K. to K's 3rd.	40. B. to K. B's 4th.
41. B. to Q. Kt's 6th.	41. K. to Q. B's 5th.
42. B. to Q. R's 5th.	42. P. to Q. B's 4th.
43. P. takes P.	43. K. takes P.
44. K. to Q's 2nd.	44. P. to Q. Kt's 5th.
45. B. to Q's 8th.	45. K. to Q. Kt's 4th.
46. K. to Q. B's sq.	46. P. to Q. R's 4th.
47. K. to Q. Kt's 2nd.	47. P. to Q. R's 5th.
48. B. to K. B's 6th.	48. P. to Q. R's 6th (ch.)
49. K. to R's sq.	49. P. to Q. Kt's 6th.

And White surrendered.

GAME XIV.—Between Messrs. Kieseritzky and Journoud.

WHITE. (Mr. J.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to Q. B's 4th.
4. B. to Q B's 4th.	4. P. to Q. Kt's 4th.
5. B. to Q's 5th.*	5. Kt. to Q. B's 3rd.
6. Castles.	6. Q. R. to Q. Kt's sq.
7. B. to K. B's 4th.	7. Q. R. to Q. Kt's 3rd.
8. Q. Kt. to Q's 2nd.	8. P. to Q's 3rd.
9. P. to Q. B's 4th.	9. Kt. to Q. Kt's 5th.
10. P. takes P.	10. Kt. takes B.
11. P. takes Kt.	11. Kt. to K. B's 3rd.
12. Kt. to Q. B's 4th.	12. Kt. takes Q's P.†
13. Kt. takes R.	13. Q. takes Kt.
14. Q. to K's 2nd (ch.)	14. Q. B. to K's 3rd.
15. B. to K. Kt's 3rd.	15. B. to K's 2nd.
16. P. to Q. R's 4th.	16. Castles.
17. Kt. to Q's 2nd.	17. Kt. to Q. Kt's 5th.

---

* The youngest player will perceive that he would have lost his Bishop if he had taken the Pawn.

† If he had taken the Q. Kt's P., with his Rook, the following would probably have been the consequence :—

	12. R. takes P.
13. Q. to K's 2nd (ch.)	13. K. to Q's 2nd (best.)
14. Q. Kt. to K's 5th (ch.)	14. K. to Q. B's 2nd (best.)
15. Q. takes R., and wins.	

18. Q. R. to Q. B's sq.	18. P. to Q's 4th.*
19. K. to R's sq.	19. P. to Q. B's 5th.
20. P. to K. B's 4th.	20. P. to Q's 6th.
21. Q. to K. B's 3rd.	21. B. to K. B's 4th.
22. K. R. to K's sq.	22. B. to K. B's 3rd.
23. B. to K. B's 2nd.	23. B. to Q's 5th.†
24. K. to Kt's sq.	24. Kt. to Q. B's 7th.
25. R. to K's 5th.	25. B. to K. Kt's 5th.‡
26. Q. takes B.§	26. B. takes B. (ch.)
27. K. to R's sq.	27. B. to K's 6th.
28. R. to Q's sq.	28. B. to Q's 5th.
29. R. takes Q's P.‖	29. Kt. to K's 6th.
30. Q. to K. B's 3rd.	30. B. takes Q. Kt's P.
31. Kt. takes Q. B's P.	31. Kt. takes Kt.
32. Q. takes Q's P.¶	32. Kt. to K's 6th.
33. P. to Q. R's 5th.	33. Kt. takes Q's R.**
34. P. takes Q.	34. Kt. to K. B's 7th (ch.)
35. K. to Kt's sq.	35. Kt. takes Q.
36. P. takes P.	36. Kt. takes K. B's P.
37. R. to Q's 7th.	37. B. to Q's 5th (ch.)‖††
38. K. to B's sq.	38. B. to Q. Kt's 3rd.
39. R. to Q. Kt's 7th.	39. Kt. to Q's 4th.
40. K. to his 2nd.	40. B. takes Q. R's P.
41. R. takes B.	41. Kt. to Q. B's 6th (ch.)
42. K. to Q's 3rd.	42. Kt. takes P.

And White gave up the game.

---

* Black's cluster of centre Pawns begins to assume a dangerous aspect, and will certainly give the adversary trouble, unless he exercises all his vigilance.

† This appears at first view to relieve White a little, but his position is one of extreme peril, nevertheless.

‡ Well played.

§ It would have been better, perhaps, to have played the Queen to K. Kt's 3rd, instead of taking the Bishop at this moment.

‖ It was impossible to avoid the loss of a Rook for the Kt. or Bishop, if Black chose to take it.

¶ He should have taken the Q's Pawn with the K's Rook, and he would then have stood a fair chance of drawing the game, we believe.

** M. Journoud omitted to take this into account when he attacked the Queen.

†† The latter portion of this game is capitally played by M. Kieseritzky.

BOOK IV.

The King's Gambit.

Chapter I.

GAME THE THIRD.—("Handbook," pp. 251.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4. B. to K Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.

It is remarked in both the English and German Handbooks that 5. Castles, or 5. P. to Q's 4th, may be played by White indifferently. This is quite true, provided Black adopts the same line of defence in both cases. It is perhaps rather better to Castle first, as it narrows the range of the defence and prevents Black from resolving the game into a "Muzio," by pushing P. to K. Kt's 5th.

6. P. to Q's 4th.	6. P. to K. R's 3rd.
7. P. to Q. B's 3rd.	

At this point Black has nine moves at his command:—

(1.) P. to Q. B's 3rd. (2.) K. Kt. to K. B's 3rd. (3.) Q. to K. B's 3rd.

(4.) Q. B. to K's 3rd. (5.) Q. B to K. Kt's 5th. (6.) Q. Kt to Q's 2nd.

(7.) Q Kt. to B's 3rd (8.) K Kt. to K's 2nd. (9.) Q. to K's 2nd.

7. P. to Q. B's 3rd is shown to be bad play at p. 252 of the "Handbook;" 7. K. Kt. to K B's 3rd, and 7. Q to K. B's 3rd, may both be dismissed as bad, since they allow White to play 8. P. to K's 5th, and add to the resources of the attack. The

move given in the "Handbook" is 7. Q. B. to K's 3rd, but this since the more complete analysis to which it has been subjected by Mr. Wayte ("Popular Introduction to Chess," p. 109, and "Chess Player's Chronicle," 1855, p. 280), can hardly be considered satisfactory. The game proceeds thus,

	7. Q. B. to K's 3rd.
8. B. takes B.	8. P. takes B.
9. Q. to Q Kt's 3rd.	9. Q. to Q. B's sq.
10. P. to K. R's 4th.	10. P. to K. Kt's 5th.
11. Kt. to K. R's 2nd.	11. P. to K. Kt's 6th.
12. Kt. to K. B's 3rd.	12. P. to K's 4th.
13. P. takes P.	13. P. takes P.
14. Q. Kt. to R's 3rd.	14. K. Kt. to K's 2nd.
15. Q. Kt. to B's 4th.	15. Q. Kt. to B's 3rd.
16. Q. Kt. takes K's P.	

This is the move, an invention of Mr. Wayte, which seems to decide the game in favour of White.

	16. Kt. takes Kt.
17. Kt. takes Kt.	17. B. takes Kt.
18. Q's B. takes P.	18. B. to Q's 3rd (best.)
19. Q. to Q. Kt's 5th (ch.)	19. Q. to Q's 2nd (best.)
20. Q. to K. R's 5th (ch.)	20. K. to Q's sq.
21. Q. R. to Q's sq.	21. Q. to K's sq.

This is the move given in the "Handbuch," and seems better than K. to Q. B's sq.

22. Q. to K. B's 3rd.	22. K. to Q. B's sq.
23. B. takes B.	23. P. takes B.

and, as the "Handbuch" remarks, White can win three Pawns for the piece sacrificed. It seems very doubtful, notwithstanding, how far it is White's interest to capture the Pawn at his K. Kt's 3rd *at once*.

If White had played 19. P. to K's 5th, Black would have won by checking with the Bishop, and then playing Q. to K. Kt's 5th.

Perhaps White at his 21st move might play, with at least equal advantage—

21. P. to K's 5th.	21. B. to Q. B's 4th (ch.)

He seems to have nothing better.

22. K. to K. R's sq.	22. K. to Q. B's sq.
23. Q. R. to Q's sq.	23. Q. to K's sq.
24. Q. to K. Kt's 4th (ch.)	24. K. to Q. Kt's sq.
25. R. to Q's 7th.	

and White seems to me to have rather a stronger attack than before.

We may also dismiss at once the defence 7. Q. B. to K. Kt's 6th, as White can at once recover the Pawn by 8. Q to Q Kt's 3rd.

The remaining defences we will take in the order in which they are indicated above.

Firstly.

7. Q. Kt. to Q's 2nd.

This is the move recommended by Jaenisch.

8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th (best.)

(Jaenisch gives 8. Q Kt to Q Kt's 3rd, to which White, as best, may reply 9. K Kt's P takes P., Q B. to K R's 6th. 10. K. R to B's 2nd, Kt. takes B. 11. Q. to Q R's 4th (ch.), P. to Q B's 3rd 12. Q takes Kt., P. to K Kt's 5th. 13. K Kt to K's sq, Q. to K. K's 5th, and the "Handbuch" remarks that considering the attacks to which the White King may be exposed Black has the better game. For my part I think Black's attack more showy than effective. White can play Q. to Q's 3rd and K. Kt. to Kt's 2nd. It must be borne in mind, too, that White has regained the Pawn, so that unless Black's attack can be shown to be decisive, he can hardly be said to have adopted the best mode of defence. We may observe that by playing 14. Q to Q's 3rd, White can preserve his centre, and it is for this reason that Mr. Wayte, in the article before referred to, prefers 13. P. to Q's 4th for Black.)

9. Q's B. takes P.	9. P. takes Kt.
10. Q. takes P.	10. Q. Kt. to Q. Kt's 3rd.
11. K. B. takes B's P. (ch.)	11. K. takes B.
12. B. to K's 5th (dis. ch.)	12. K. Kt. to B's 3rd.
13. B. takes Kt.	13. B. takes B.
14. P. to K's 5th.	14. P. takes P.

15. P. takes P. — 15. P. to K. R's 4th.
16. P. takes B. — 16. Kt. to Q. B's 5th.
17. Q. to K. B's 4th. — 17. B. to K's 3rd.
18. P. to Q. Kt's 3rd. — 18. Kt. to Q's 3rd.

and, as is remarked both by the "Handbuch" and by Mr. Wayte the game *looks very like a draw*. The above are the opening moves in a game between Messrs. Spreckley and Schwabe, the whole of which will be found in the "Chess Player's Chronicle" for 1851, p. 39.

Secondly.

7. Q. Kt. to B's 3rd.

It is to be regretted that this move has never been analyzed, as it is one frequently played, and appears to be a safe defence.

8. Q. to Q. R's 4th.

This move occurs in a game won by McDonnell, and which will be found amongst the "Illustrative Games" at the end *of this chapter.*

8. K. to K. B's sq.

Any other move will cost Black a Pawn.

McDonnell here played 9. Q Kt to Q R's 3rd, perhaps the best move would be 9. P. to Q Kt's 4th, followed by Q. to Q. Kt's 3rd, and afterwards P. to K. Kt's 3rd, sacrificing the Knight should Black in reply play P. to K. Kt's 5th.

Thirdly.

7. K. Kt. to K's 2nd.
8. P. to K. Kt's 3rd. — 8. P. to K. Kt's 5th.
9. Kt. to K. R's 4th.

The "Handbuch" considers that the best move for White at this point is 9. Q's B. takes P., leaving the Knight to be taken.

9. P. to K. B's 6th.
10. P. to K. R's 3rd.

This move was introduced by Mr. Turner, of the United States, in his match with Mr. Stanley.

10. P. to K. R's 4th.

11. K's Kt. takes P

This move was pointed out in the "Chess Player's Chronicle" for 1850, p. 104, and is acknowledged to be the strongest mode of carrying on the attack.

11. P. takes Kt.

12. Q. takes P. 12. P. to K. B's 3rd.

This is his best defence, according to Mr. Wayte, though the "Handbuch" inclines to the following: 12. Q. B. takes K. R's P. 13. Q takes B's P (ch) / K to Q's 2nd 14. R to K B's 2nd / Q to K. B's sq., or 14. Q takes K's B. / Q's B. takes R. 15. K's B takes B. / Q to K Kt's sq., and in either case Black has the better game, as the exchange of Queens is compelled. Perhaps, however, White would do better to play 13. K's B takes P. (ch) / K. to Q's 2nd. 14. P. to Q's 5th. Black can now neither take the Rook nor play K. R. to B's sq. If 14. Q to K. B's sq. 15. K. B to K's 6th (ch) / B takes B. 16. P. takes B (ch) / K. takes P 17. Q to Q's sq, and White has still a strong attack; perhaps 15. K. R to B's 2nd, would be still stronger. Black may, however, play 12. K. R to B's sq, or 12. Castles. If 12. K. R to B's sq. 13. B. takes B's P (ch.) / K. to Q's 2nd. 14. P to Q's 5th, or 14. Q takes K. R's P.

If 12. Castles. 13. B takes P (ch) / R. takes B. 14. Q takes R (ch) / K. to R's sq 15. Q takes K R's P (ch) / K. to Kt's sq 16. Q. to K B's 7th (ch) / K. to R's sq. 17. R to K. B's 4th, and White must win easily.

13. P. to K's 5th. 13. P. to K. B's 4th (best.)
14. P. takes Q's P. 14. P. takes P.
15. Q. B. to K. Kt's 5th.

Here Mr. Wayte dismisses the game as being in White's favour. The "Handbuch," on the other hand, replies with

15. Q. Kt. to B's 3rd.

and pronounces in favour of Black. I must confess that to me the advantage seems all on White's side.

Fourthly.

	7. Q. to K's 2nd.
8. P. to K's 5th (or A.)	8. P. takes P.
9. Kt. takes P.	9. B. takes Kt.
10. R. to K's sq.	10. Q. B. to K's 3rd.
11. B. takes B. (or B.)	11. P. takes B.
12. R. takes B.	12. Q. Kt. to Q. B's 3rd.
13. R. to K's sq.	13. Castles.
14. Q. to K. Kt's 4th.	14. Q. R. to K's sq.
15. P. to Q. Kt's 3rd.	15. K. Kt. to K. B's 3rd.

and the "Handbuch" dismisses the opening as favourable to Black.

(A.)

8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. Q's B. takes P.	9. P. takes Kt.
10. Q. takes P.	10. Q. Kt. to B's 3rd.
11. Q. Kt. to Q's 2nd.	11. Q. B. to Q's 2nd.
12. Q. R. to K's sq.	12. Castles.
13. P. to K's 5th.	13. P. takes P.
14. P. takes P.	14. P. to K. R's 4th, &c.

Again the German authority prefers Black's game.

(B.)

11. Q. to Q. Kt's 3rd.	11. Q's B. takes B.
12. Q. takes B.	12. B. takes Q's P. (ch.)
13. K. to B's sq.	13. B. to K's 4th.
14. Q. to Q. Kt's 5th (ch.)	14. Q. Kt. to Q's 2nd.

And wins.

Of the above defences the "Handbuch" decides 7. Q. to K's 2nd to be the best Black can adopt.

GAMES

ILLUSTRATIVE OF THE KING'S GAMBIT.

GAME I.—Between *Max Lange, of Magdeburgh, and Mr. Lichtenstein, of Glogau.*

WHITE. (Mr. M. L.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2 P. takes P.
3. K. B. to K's 2nd.	3. K. B. to K's 2nd.*

These notes are by Mr. Mac Lange.

* It is not so easy as it appears, perhaps, to find out in this new variation of the King's Gambit such a defence as will secure to the second player his Gambit Pawn. The usual method of defending the King's Bishop's Gambit, which consists in—

	3. Q. to K. R's 5th (ch.)
4. K. to B's sq.	4. P. to K. Kt.'s 4th, &c.,

seems to be inapplicable in this variation, if we consider the following continuation :

5. P. to K's 5th.	5. P. to Q's 3rd.
6. P. to Q's 4th.	6. P. to K. B's 3rd.
7. P. takes K. B's P.	7. Kt. takes P.
8. K. Kt to B's 3rd.	8. Q. to K. R's 3rd.
9. P. to K. R's 4th.	9. Kt. to K's 5th.
10. K. to his Kt.'s sq.	10. Q. to K. Kt.'s 2nd.
11. P. takes K. Kt.'s P.	11. Kt. takes P.
12. Kt. takes Kt.	12. Q. takes Kt.
13. B. to K. R's 5th (ch.)	13. K. to Q's sq.
14. Q. to K. B's 3rd.	14. B. to K. R's 3rd.
15. P. to K. Kt.'s 3rd.	15. R. to K. B's sq.
16. K. R. to his 4th.	

Winning the Pawn with a good game. After long meditation I have found the following continuation to be the best for the second player :—

3. K. B. to K's 2nd.	3. Q. to K. R's 5th (ch.)
4. K. to his B's sq.	4. Q. to K. B's 3rd.
5. Q. Kt. to B's 3rd.	5. P. to Q. B's 3rd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. Kt. to K. B's 3rd.	7. P. to K. Kt.'s 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. P. to K's 5th.	9. Q. to K. Kt.'s 2nd.
10. P. takes Q's P.	10. K's B. takes P.
11. Q. Kt. to K's 4th.	11. B to K's 2nd.
12. B. to Q. B's 4th.	

I do not see any stronger move, and Black now plays Q. B. to K. B's 4th, preserving his Pawn with a good game.

4.	P. to Q's 4th.	4.	K. B. to K. R's 5th (ch.)
5.	K. to K. B's sq.	5.	Kt. to K. B's 3rd.
6.	Kt. to Q. B's 3rd.	6.	P. to Q's 4th.
7.	K. P. takes Q's P.*	7.	K's Kt. takes P.
8.	Q. Kt. takes Kt.	8.	Q. takes Kt.
9.	Kt. to K. B's 3rd.	9.	K. B. to K. Kt's 4th.
10.	P. to Q. Kt's 3rd.	10.	Castles.
11.	K. B. to Q. B's 4th.	11.	Q. to K. B's 4th.
12.	Q to K's 2nd.	12.	Q. B. to Q's 2nd.
13.	K. B. to Q's 3rd.	13.	Q. to K. B's 3rd.
14.	Q. to K's 4th.	14.	P. to K. Kt's 3rd.
15.	Kt. takes K's B.	15.	Q. takes Kt.
16.	P. to K. R's 4th.	16.	Q. to K. Kt's 5th.
17.	K. B. to K's 2nd.	17.	Q. to K. B's 4th.
18.	K. B. to his 3rd.	18.	P. to Q. B's 3rd.
19.	Q's B. takes P.	19.	Q. to Q. R's 4th.
20.	Q. to K's sq.†	20.	Q. to Q. Kt's 3rd.‡
21.	Q. to her 2nd.	21.	B. to K's 3rd.
22.	P. to K. R's 5th.	22.	Kt. to Q's 2nd.
23.	Q. B. to Q's 6th.	23.	K. R. to K's sq.
24.	P. takes K. Kt's P.	24.	K. B's P. takes P.
25.	Q. to K. R's 6th.	25.	Kt. to K. B's 3rd.
26.	Q. B. to K's 5th.	26.	Q. to her sq.
27.	Q. B. takes Kt.	27.	Q. takes Q's B.
28.	Q. takes K. R's P. (ch.)	28.	K. to K. B's sq.
29.	Q. to K. R's 8th. (ch.)	29.	Q. takes Q.
30.	K's R. takes Q. (ch.)	30.	K. to K. Kt's 2nd.
31.	K. R. takes K's R.	31.	R. takes K's R.
32.	R. to K's sq.	32.	B. to K. B's 2nd.
33.	R. takes R.	33.	B. takes R.
34.	K *to his 2nd.*	34.	K. *to* K. B's 3rd.
35.	K. to his 3rd.	35.	K. to K. B's 4th.
36.	P. to K. Kt's 4th (ch.)	36.	K. to K. B's 3rd.
37.	*K. to his 4th.*	37.	B. to K. B's 2nd.
38.	P. to Q. B's 4th.	38.	B. to K's 3rd.
39.	P. to Q's 5th.	39.	Q. B. P. takes Q's P.
40.	*Q. B. P. takes Q's P.*	40.	B. to Q's 2nd.
41.	P. to K. Kt's 5th (ch.)§	41.	K. takes P.
42.	K. to his 5th.	42.	P. to Q. Kt's 4th.
43.	P. to Q's 6th.	43.	P. to Q. R's 4th.
44.	B. to Q's 5th.	44.	P. to Q. R's 5th.

* Better than moving on the K's P. See Der Lasa, p. 356, ed. 2.

† *This curious move is the only one to preserve the attack.*

‡ Black seems to fear exchanging Queens, which he ought not to fear.

§ This was the decisive move, which Black seems to have overlooked.

45. P. takes Q. R's P.	45. P. takes P.
46. P. to Q. R's 3rd.*	46. K. to R's 5th.
47. B. to K's 6th.	

And Black resigned.

GAME II.—Between Messrs. Staunton and Barnes against Messrs. Lowenthal and Owen.

WHITE. (Messrs. S. and B.)	BLACK. (Messrs. L. and O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q. B's 3rd.	5. P. to Q's 3rd.
6. Castles.†	6. P. to K. R's 3rd.
7. P. to K. Kt's 3rd.	7. P. to K. Kt's 5th.
8. K Kt. to K. R's 4th.	8. P. to K. B's 6th.
9. P. to Q's 4th.	9. P. to Q. B's 3rd.
10. Q. to Q. Kt's 3rd.	10. Q. to K's 2nd.
11. Q. Kt. to Q. R's 3rd.	11. P. to Q. R's 4th.
12. Q. B. to K. B's 4th.‡	12. P. to Q. Kt's 4th.
13. Q. Kt. takes Q. Kt's P.	13. Q. B P. takes Q's Kt.
14. Q. takes Q. Kt's P. (ch.)§	14. K. to Q's sq.‖.

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* Quite decisive in White's favour.

† White might also have played 6. $\frac{\text{Q. to Q Kt's 3rd}}{}$ in which case the game would probably have been carried on as follows:—

6. $\frac{\text{Q to Q Kt's 3rd.}}{\text{Q. to K's 2nd.}}$ 7. $\frac{\text{Q to Q Kt's 5th (ch)}}{\text{P. to Q. B's 3rd.}}$ 8. $\frac{\text{Q. takes K. Kt's P.}}{\text{Q. takes K's P. (ch.)}}$

9. $\frac{\text{K. to K B's 2nd}}{\text{K. B. to K. R's 3rd}}$, and the game is equal.

‡ An indispensable preliminary to the plan of action White contemplate pursuing.

§ The sacrifice of the Knight, if Black advanced their Q. Kt's P. was resolved on, but it could not have been hazarded before the Q's B. was played to K. B's 4th. At the present moment White have apparently a still better move than taking the Pawn with their Queen, which is to play K. B. to Q's 5th. In reality, however, that move is not so good as the move in the text, *e.g.*, — 14. $\frac{\text{K. B to Q's 5th.}}{\text{Q. R. to Q. R's 3rd.}}$

15. $\frac{\text{Q takes Q. Kt's P. (ch)}}{\text{Q. Kt to Q's 2nd.}}$ 16. $\frac{\text{Kt to K. B's 5th}}{\text{Q to K. B's sq}}$, and though terribly constrained, Black preserve the piece they have gained, and may in time scramble out of their difficulties.

‖ K. to K. B's sq. was thought by some to be the best move, but in that and every other case White's attack would still have proved irre-

15. K. B. to Q's 5th.	15. Q. to Q. R's 2nd.
16. K. B takes Q's R.	16. Q. takes K's B.
17. Q. to Q. Kt's 6th (ch.)	17. K. to K's sq.
18. Q. takes Q's P.	18. Q. Kt. to Q. B's 3rd.
19. Kt. to K. B's 5th.	19. K. B. to K. B's sq.
20. Q. to Q's 5th.	20. K. Kt. to K. B's 3rd.
21. Kt. to Q's 6th (ch.)	21. K's B. takes Kt.
22. Q. takes K's B.	22. K. Kt. takes K's P.
23. Q. R. to K's sq.	23. P. to K. B's 4th.
24. Q. to K. Kt's 6th (ch.)	24. K. to K. B's sq.
25. B. to Q's 6th (ch.)*	25. K's Kt. takes B.
26. Q. takes K's Kt. (ch.)	26. K. to K. Kt's 2nd.
27. P. to Q's 5th.	27. Kt. to Q's sq.
28. Q. R. to K's 7th (ch.)	28. Kt. to K. B's 2nd,
29. Q. to K's 5th (ch.)	29. K. to K. Kt's 3rd.
30. Q's R. takes Kt.	30. K. takes Q's R.
31. Q. takes R.	

And Black shortly resigned.

GAME III.—Between Messrs. Morphy and Anderssen.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt to B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q B's 3rd.	6. Kt. to Q. B's 3rd.
7. Q. to Q. Kt's 3rd.	7. Q. to K's 2nd.
8. P. to Q's 4th.	8. P. to Q. R's 3rd.
9. Kt. takes K. Kt's P.†	9. Q. takes Kt.

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sistible. If Black had interposed their Q's B, White would have retorted with Q. to Q. Kt's 7th, if they had interposed their Q's Kt. then would have followed Kt. to K. B's 5th, and lastly, if they had interposed their Queen the following Variation shows that White must have got a great advantage. Suppose 14. $\frac{\text{Q. to Q's 2nd.}}{}$ 15. $\frac{\text{Kt to K B's 5th.}}{\text{Q. takes Q.}}$ 16. $\frac{\text{B. takes Q (ch.)}}{}$, and White gain a piece in return for the one sacrificed, and have a winning superiority in position.

* Equally good, perhaps better, would have been 25. $\frac{\text{Q R. takes K's Kt.}}{}$ 26. $\frac{\text{B. to Q's 6th (ch)}}{}$ 27. $\frac{\text{Q. to K. B's 6th (ch)}}{}$ and 28. $\frac{\text{B takes Kt.}}{}$, &c.

† It is to prevent this attack that Black is always recommended to play P. to K. R's 3rd as soon as White throws up his Q's P. Black's 8th move was very weak and inefficient.

10. K's B. takes P. (ch.)	10. K. to Q's sq.
11. Q's B. takes P.	11. Q. to K's 2nd.
12. B. takes Kt.	12. B. to K. Kt's 5th.
13. Kt. to Q's 2nd.	13. K. to Q's 2nd.
14. B. to Q's 5th.	14. Kt. to Q's sq.
15. B. takes Q. Kt's P.	15. Kt. takes B.
16. Q. takes Kt.	16. P. to Q. R's 4th.*
17. B. takes Q's P.†	17. B. takes Q's P. (ch.)
18. P. takes B.	18. Q. takes B.
19. R. to K. B's 7th (ch.)	

And White wins.

GAME IV.—Between Messrs. Tillman and Tuckett.

WHITE. (Mr. Tillman.)	BLACK. (Mr. Tuckett.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4. B. to K. Kt's 2nd.
5. P. to Q. B's 3rd.	5. P. to Q's 3rd.
6. Q. to Q Kt's 3rd.	6. Q. to K's 2nd.
7. Castles.	7. P. to K. R's 3rd.
8. P. to Q's 4th.	8. P. to Q. B's 3rd.‡
9. P. to K. Kt's 3rd.	9. P. to K. Kt's 5th.
10. Kt. to K. R's 4th.	10. P. to K. B's 6th.
11. Kt. takes K. B's P.	11. P. takes Kt.
12. R. takes P.	12. P. to Q's 4th.
13. P. takes P.	13. Q. to K's 8th (ch.)
14. R. to K. B's sq.	14. Q. to K's 5th.
15. P. takes P.	15. B. to K. R's 6th.
16. B. takes P. (ch.)	16. K. to Q's sq.
17. B. to Q's 5th.	17. Q. to K's 7th.
18. Kt. to Q's 2nd.	18. Kt. to K's 2nd.
19. P. takes P.	19. R. to K. B's sq.
20. R. takes R. (ch.)	20. B. takes R.
21. Q. to B's 4th.§	21. Q. to K's 6th (ch.)

Quite useless. Surely it would have been better to have played 16. $\frac{\text{Q. to Q's 5th}}{\text{K. R. to Q. Kt's sq.}}$ 17. $\frac{\text{Q. to Q's 5th}}{\text{K. R. to Q. Kt's 4th}}$ or perhaps—

17. $\frac{\text{Q. B. to K's 3rd.}}{}$

† Clever and decisive.

‡ The "Handbuch" recommends 8. $\frac{\text{Q. Kt. to Q's 2nd.}}{}$

§ He appears to have no other way of saving the game.

22. K. to R's sq.	22. Q. to K's 8th (ch.)
23. Kt. to B's sq.	23. B. takes Kt.
24. Q. to B's 7th (ch.)*	24. K. takes Q.
25. Q. B. to B's 4th (ch.)	

And Black resigns.

GAME V.—Between Messrs. De Riviere and Dubois.

WHITE. (Mr. D.)	BLACK. (Mr. De R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q's 4th.	5. P. to Q's 3rd.
6. Q. Kt. to Q. B's 3rd.†	6. P. to Q. B's 3rd.‡
7. Castles.	7. Q. B. to K. Kt's 5th.
8. P. to K. Kt's 3rd.	8. Q. B. to K. R's 6th.
9. K. R. to K. B's 2nd.	9. P. to K. Kt's 5th.
10. K. Kt. to K. R's 4th.	10. P. to K. B's 6th.
11. K. Kt. to K. B's 5th.	11. K. to K. B's sq.
12. Q B. to K. B's 4th.	12. K. B. to K. B's 3rd,
13. Q. B. takes Q's P. (ch.)	13. K. B. to K's 2nd.
14. Q. B. to K. B's 4th.	

And Black resigned.

GAME VI.—Between Mr. McDonnell (playing blindfold) and Mr. ——.

WHITE. (Mr. McD.)	BLACK. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q's 4th.	5. P. to Q's 3rd.
6. Castles.	6. Q. Kt. to Q. B's 3rd.
7. P. to Q. B's 3rd.	7. P. to K. R's 3rd.
8. Q. to Q. R's 4th.§	8. K. to K. B's sq.

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* The *coup juste*, enabling White to escape from his thraldom.

† This is a favourite mode of continuing the attack in Italy.

‡ Far from good.

§ It may be questioned I think whether this is the best move for White. It certainly puts the Queen out of play for some time.

9.	Q. Kt. to Q. R's 3rd.	9. P. to K. B's 3rd.*
10.	Q. B. to Q's 2nd.	10. Q. B. to K. Kt's 5th.
11.	P. to K. Kt's 3rd.	11. P. takes K. Kt's P.
12.	K. R's P. takes P.	12. Q. B. to K. R's 4th.
13.	Q. R. to K's sq.	13. Q. B. to K's sq.
14.	Q. to Q. B's 2nd.	14. Q. B. to K. B's 2nd.
15.	K. B. takes Q's B.	15. K. takes K's B.
16.	Q. to Q. Kt's 3rd (ch.)	16. K. to K. Kt's 3rd.
17.	Q. to Q. B's 2nd.	17. K. Kt. to K's 2nd.
18.	P. to K's 5th (dis. ch.)	18. P. to K. B's 4th.
19.	P. to K. Kt's 4th.	19. P. to K. R's 4th.
20.	K. Kt. P. takes K. B's P. (ch.)	20. K. Kt. takes K. B's P.
21.	K. Kt. to K. R's 4th (ch.)†	21. K. to K. R's 2nd.
22.	Q. takes K's Kt. (ch.)	22. K. to K. Kt's sq.
23.	Q. to K. B's 7th (ch.)	23. K. to K. R's 2nd.
24.	Q. to K. Kt's 6th (ch.)‡	24. K. to K. Kt's sq.
25.	K. R. to K. B's 7th.	25. K. R. to K. R's 2nd.
26.	K. Kt. to K. B's 5th.	26. Q. to K's sq.
27.	K's R. takes B. (ch.)	27. K. to K. B's sq.
28.	K. R. to K. Kt's 8th. Mate.	

Game VII.—Between Messrs. Stanley and Turner.

	WHITE. (Mr. T.)	BLACK. (Mr. S.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	P. to K. B's 4th.	2. P. takes P.
3.	Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4.	K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5.	Castles.	5. P. to Q's 3rd.
6.	P. to Q. B's 3rd.	6. P. to K. R's 3rd.
7.	P. to Q's 4th.	7. K. Kt. to K's 2nd.
8.	P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9.	K. Kt. to K. R's 4th.	9. P. to K. B's 6th.
10.	P. to K. R's 3rd.§	10. P. to K. R's 4th.
11.	Q. B. to K. Kt's 5th.‖	11. P. to K. B's 3rd.

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* Weak. With his King so situated he can never venture to remove this Pawn from his own file, and therefore it could be of no use in stopping the adverse Pawns, and was far safer when posted at K. B's 2nd.

† The attack now is irresistible.

‡ If 24. K. R. to K. B's 6th, how would Black avert the mate?

§ This move, which adds much to the resources of the attack, was first brought into vogue in this game, the second in the match between Messrs. Stanley and Turner, which was played in February, 1850.

‖ White might have gained a vigorous attack by sacrificing his Kt. at this point, as has been shown in the analysis of this opening.

12. Q. B. to Q's 2nd.	12. Q. Kt. to Q's 2nd.*
13. Q. to Q. Kt's 3rd.	13. K. R. to K. B's sq.
14. K. Kt. to K. B's 5th.	14. Kt. takes Kt.
15. P. takes Kt.	15. K. R. to K. R's sq.†
16. K. B. to K. B's 7th (ch.)‡	16. K. to K. B's sq.
17. K. B. to K. Kt's 6th.	17. Q. to K's 2nd.
18. K. R. to K's sq.	18. Kt. to K's 4th.
19. Q's P. takes Kt.	19. K. B's P. takes P.
20. P. to K. R's 4th.	20. K. B. to K. B's 3rd.
21. Kt. to Q. R's 3rd.	21. P. to Q B's 3rd.
22. Kt. to Q. B's 2nd.	22. P. to Q's 4th.
23. Q. B. to K's 3rd.	23. K. B. takes K. R's P.
24. Q. B. to K. B's 2nd.§	24. K. B. to K. B's 3rd.
25. Q. to Q. Kt's 4th.	25. Q. takes Q.
26. Kt. takes Q.	26. P. to K's 5th.
27. Q. B. to Q's 4th.	27. B. takes B. (ch)
28. P. takes B.	28. K. to K. Kt's 2nd.
29. K. to K. B's 2nd.	29. K. to K. B's 3rd.
30. K. R. to K. R's sq.	30. K. to K. Kt's 4th.
31. K. R. to K. R's 4th.	31. B. takes K. B's P.
32. B. takes B.	32. K. takes B.
33. Q. R. to K. R's sq.	33. K. to K. Kt's 4th.
34. Kt. to Q. B's 2nd.	34. Q. R. to Q's sq.
35. Kt. to K's 3rd.	35. P. to Q. B's 4th.
36. Q. R. to Q's sq.	36. K. R. to K. R's 3rd.
37. Q. R. to Q's 2nd.	37. K. R. to Q. Kt's 3rd.
38. P. to Q. Kt's 3rd.	38. P. to Q. R's 4th.
39. K. R. to K. R's sq.	39. P. to Q. R's 5th.
40. Q. P. takes Q. B's P.	40. K. R. to Q. Kt's 4th.
41. K. R. to Q's sq.	41. K. R. takes Q. B's P.
42. Q's R. takes P. (ch.)	42. K. R. takes Q's R.
43. R. takes R. (ch.)	43. R. takes R.
44. Kt. takes R.	44. Q. R's P. takes P.
45. Q. R's P. takes P.	45. P. to K. R's 5th.
46. Kt. to K's 3rd.	46. P. to K. R's 6th.¶
47. Kt. to K. B's sq.	47. K. to K. B's 4th.
48. Kt. to K. R's 2nd.	48. P. to Q. Kt's 4th.

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* I should have preferred 12. Q. Kt. to Q. B's 3rd; and if 13. Q. to Q. Kt's 3rd. Q. Kt. to Q. R's 4th.

† As he must play Kt. to K's 4th it would have been better to move him there at once.

‡ 16. B. to K. Kt's 8th *seems also a good move.*

§ Taking the Bishop would have lost the battle.

¶ This move ought to have cost the game.

49. K. to K's 3rd.	49. P. to Q. Kt's 5th.
50. K. to Q's 4th.	50. P. to K. B's 7th.
51. K. to K's 3rd.*	51. K. to K's 4th.
52. Kt. takes K. Kt's P. (ch.)	52. K. to K. B's 4th.
53. Kt. takes K. B's P.	53. P. to K. R's 7th.
54. Kt. to R's sq.	54. K. to K. Kt's 5th.
55. Kt. to K. B's 2nd (ch.)	55. K. takes K. Kt's P.

And the game was resigned as drawn.

GAME VIII.—Between the same players.

WHITE. (Mr. T.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to K. R's 3rd.
7. P. to Q's 4th.	7. K. Kt. to K's 2nd.
8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. K. Kt. to K. R's 4th.	9. P. to K. B's 6th.
10. P. to K. R's 3rd.	10. P. to K. R's 4th.
11. Q. to Q. Kt's 3rd.	11. K. R. to K. B's sq.
12. Q. to Q. Kt's 5th (ch.)	12. Q. Kt. to Q. B's 3rd.
13. Q. takes K. R's P.	13. K. Kt. to K. Kt's sq.
14. Q. B. to K. Kt's 5th.	14. K. B. to K. B's 3rd.
15. Q. B. to K's 3rd.	15. Q. B. to Q's 2nd.
16. Q. Kt. to Q's 2nd.†	16. Q. to K's 2nd.
17. K. R's P. takes P.	17. K. B. takes K's Kt.
18. Q. takes K's B.	18. Q. takes Q.
19. K. Kt's P. takes Q.	19. B. takes K. Kt's P.
20. Kt. takes P.	20. Q. Kt. to Q. R's 4th.
21. K. B. to Q's 3rd.	21. Castles.
22. Kt. to K. R's 2nd.	22. B. to Q's 2nd.

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* If he had played 51. Kt to K B's sq, the adverse Pawns must have fallen in detail speedily.

† It appears to me that White might here have won the exchange, and have greatly embarrassed his opponent by playing 16. K. Kt to K. Kt's 6th, for if Black took the Knight he must have lost at once. Thus,—16. K. Kt. to K. Kt's 6th. / K. B. P. takes K's Kt. 17. Q. takes P. (ch.) / K. to K's 2nd. 18. P. to K's 5th. / Q. P. takes K's P. 19. Q. P. takes K's P., and must win.

23. K. R. to K. B's 2nd.*	23. Q. R. to K's sq.
24. Q. B. to Q's 2nd.	24. K. Kt. to K's 2nd.
25. Q. B to K. Kt's 5th.	25. K. Kt. to K. Kt's 3rd.
26 P. to K. R's 5th.	26. K Kt. to K's 2nd.
27. Q. B. takes K's Kt.	27. Q R takes Q's B.
28. K. R. to K. Kt's 2nd.	28. P. to K. B's 4th.
29. K. P. takes K. B's P.	29. Q. to to K's 6th.
30. B. to Q B's 2nd.	30. B. to Q. B's 3rd.
31. K. R. to K. Kt's 5th.	31. Kt. to Q. B's 5th.
32. Q. R. to K. B's sq.	32. Kt. to Q's 7th.
33. Q. R. to Q's sq.	33. Q. R. to K's 7th.†
34. B. to Q's 3rd.	34. Q's R. takes Kt.
35. K. takes Q's R.	35. Kt. to K. B's 6th (ch.)
36. K. to K. Kt's 3rd.	36. Kt. takes K's R.
37. K. to K. B's 4th.	37. Kt. to K's 3rd (ch.)
38. K. to K's 3rd.	38. Kt. to K. Kt's 2nd.
39. K. to K. B's 4th.‡	39. Kt. takes K. R's P. (ch.
40. K. to K. Kt's 5th.	40. R. to K. Kt's sq. (ch.)
41. K. to K. R's 6th.	41. Kt. to K. B's 5th.
42 P. to K. B's 6th.	42. B. to K's sq.
43. B. to K. B's 5th (ch.)	43. K. to Q's sq.
44. R. to K. B's sq.	44. Kt. to K. R's 4th.
45. B. to K. R's 7th.	45. R. to K. B's sq.
46. K to K. Kt's 5th.	46. B. to K. B's 2nd.
47. R. to K. B's 3rd.	47. R. to K. R's sq.
48. K. to K. R's 6th.	48. K. to K's sq.
49. P. to Q. Kt's 3rd.	49. K. to K. B's sq.
50. P. to Q. B's 4th.	50. B. to K. Kt's sq.
51. K. takes Kt.	51. R. takes B. (ch.)
52. K. to K. Kt's 6th.	52. R. to K. R's 5th.
53. P. to Q's 5th.	53. B. to K. R's 2nd (ch.)
54. K. to K. Kt's 5th.	54. R. to K's 5th.
55. K. to K. R's 6th.	55. K. to K. B's 2nd.
56. P. to Q. R's 4th.	56. P. to Q. R's 4th.
57. R. to K. Kt's 3rd.	57. R. to K. R's 5th (ch.)
58. K. to K. Kt's 5th.	58. R. to K. R's 8th.
59. R. to K's 3rd.	59. R. to K. Kt's 8th (ch.)
60. K. to K. R's 6th.	60. B. to K. B's 4th.
61. P. to Q. Kt's 4th.	61. K. takes K. B's P.
62. K. to K. R's 5th.	62. R. to K. R's 8th (ch.)

And White resigned.

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* Lost time. Better to have played thus,—23. $\frac{\text{P. to Q's 5th.}}{\text{P. to Q. Kt's 3rd.}}$ 24. $\frac{\text{P. to Q. Kt's 4th.}}{\text{Q Kt. to Q. Kt's 2nd.}}$ 25. $\frac{\text{P. to Q. R's 4th}}{\quad\quad}$, and Black's pieces are all locked up.

† Well played.

‡ I should rather have preferred 39. $\frac{\text{P. to K. R's 6th.}}{\quad\quad}$

Game IX.—Between the same players.

WHITE. (Mr. T.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to K. R's 3rd.
6. P. to Q B's 3rd.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. K. Kt. to K's 2nd.
8. P to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. K. Kt. to K. R's 4th.	9. P. to K. B's 6th.
10. P. to K R's 3rd.	10. P. to K. R's 4th.
11. Q to Q. Kt's 3rd.	11. Castles.
12. Q. B. to K. Kt's 5th.	12. Q. to K's sq.
13. Q. B. takes K's Kt.*	13. Q. takes Q's B.
14. Kt. to K. Kt's 6th.	14. Q. takes K's P.
15. K Kt takes K's R.	15. P. to Q's 4th.†
16. Q. Kt. to Q's 2nd.‡	16. Q. to K's 6th (ch.)
17. K R. to K. B's 2nd.	17. Q's P. takes B.
18. Q's Kt. takes P.	18. Q. to K's 5th.
19. Q. Kt to Q's 2nd.	19. Q. to Q. B's 3rd.
20. P. to Q's 5th.	20. Q. to Q. Kt's 3rd.
21. Q. to Q. B's 2nd.	21. K. B. takes K's Kt.
22. Q. R. to K's sq.	22. K. B. to Q. B's 4th.
23. R. to K's 8th (ch.)	23. K. to K. Kt's 2nd.
24. Kt. to K's 4th.	24. Q. B. to K. B's 4th.
25. Q. to Q's 2nd.	25. K. B. to K's 6th.

And White resigns.

Game X.—Between Messrs. Stanley and Lowenthal.

WHITE. (Mr. S.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to K. R's 3rd.

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* The combination, of which this is the first move, is altogether unsound and can only terminate in loss.

† A master touch. Nullifying all White's fine attack, and winning a piece per force.

‡ If 16. K. B. takes Q's P., then 16. Q. to K's 7th, and Black wins easily.

7.	P. to Q's 4th.	7.	P. to Q. B's 3rd.*
8.	P. to K. Kt's 3rd.	8.	P. to K. Kt's 5th.
9.	Q's B. takes P.	9.	P. takes Kt.
10.	Q. takes P.	10.	K. Kt. to K. B's 3rd.†
11.	Q. B. takes Q's P.	11.	Q. B. to K. Kt's 5th.
12.	Q. to K. B's 4th.	12.	Q. B. to K. R's 4th.
13.	Q. to K's 5th (ch.)	13.	K. to Q's 2nd.
14.	Q. to K. B's 5th (ch.)	14.	K. to K's sq.
15.	P. to K's 5th.	15.	Q B. to K. Kt's 3rd.
16.	Q. to K. B's 3rd.	16.	K. Kt. to Q's 4th.
17.	K. B takes K's Kt.	17.	P. takes K's B.
18.	Q. takes Q's P.	18.	Q. to Q's 2nd.
19.	Kt. to Q. R's 3rd.	19.	Kt. to Q. B's 3rd.
20.	Q. R. to K's sq.	20.	K. B. to K. B's sq.
21.	Kt. to Q. Kt's 5th.	21.	K's B. takes B.
22.	Kt. takes K's B. (ch)‡	22.	K. to Q's sq.
23.	Kt. takes K. B's P. (ch.)§	23.	B. takes Kt.
24.	Q. takes Q. (ch.)	24.	K. takes Q.
25.	K's R. takes B. (ch.)	25.	Kt. to K's 2nd.
26.	P. to K's 6th (ch.)	26.	K. to K's sq.
27.	P. to Q. B's 4th.	27.	K. R. to K. B's sq.
28.	K. R to K. R's 7th.	28.	Q. R. to Q's sq.
29.	P. to Q's 5th.	29.	P. to Q. Kt's 4th.
30.	P. to Q. Kt's 3rd.	30.	Q. Kt's P. takes P.
31.	Q. Kt's P. takes P.		

And White wins.

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* The "Handbuch" pronounces this to be a hazardous *defence*. See also "Handbook," p. 252.

† 10. Q. to K. B's 3rd is better.

‡ 22. P. to K's 6th *looks better, but in reality is not so good.*

§ I rather prefer the following: — 23. P. to K's 6th. / K. B's P. takes P. (best.) 24. Q. R. takes K's P. / B. to K. R's 4th. (If 24. Kt. to K's 2nd. 25. Kt. takes Q. Kt's P. (ch.) wins. If 24. K. R. to K. Kt's sq. 25. K. R. to K. B's 6th.)

25. K. R. to K's sq. / *B. to K. Kt's 6th.* 26. Kt. takes Q. Kt's P. (ch.) / *K. to Q. B's 2nd (best.)* 27. Q. R. to Q's 6th and wins.

GAME XI.—Between Messrs. Heydebrand and Der Goltz.

WHITE. (Mr. H.)	BLACK. (Mr. G.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q's 4th.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to K. R's 3rd.
7. Castles.	7. Q. Kt. to Q's 2nd.
8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. K. Kt. to K. R's 4th.*	9. P. to K. B's 6th.
10. Q. B. to K B's 4th.	10. Q. Kt. to Q. Kt's 3rd.
11. Q Kt. to Q's 2nd.	11. Q. Kt. takes K's B.
12. Q. Kt. takes Q's Kt.	12. Kt. to K's 2nd.
13. P. to K's 5th.	13. P. to Q's 4th.
14. Q. Kt. to K's 3rd.	14. Q. B. to K's 3rd.
15. P. to Q. R's 4th.	15. Q. to Q's 2nd.
16. P. to Q. Kt's 4th.	16. P. to Q. R's 3rd.
17. Q. to Q's 3rd.	17. P. to Q B's 3rd.
18. P. to K. R's 3rd.	18. P. to K. R's 4th.
19. B. to K. Kt's 5th.	19. K. B. to K. R's 3rd.†
20. B. to K. B's 6th.	20. K. R. to K. Kt's sq.
21. B. takes Kt.	21. K. B. takes Q's Kt. (ch.)
22. Q. takes K's B.	22. Q. takes B.
23. K. R's P. takes P.	23. K. R's P. takes P.
24. K. to K. B's 2nd.	24. Q. to K. Kt's 4th.
25. Q. to Q's 3rd.	25. P. to Q. Kt's 4th.‡
26. Q. R's P. takes P.	26. Q. B P. takes P.
27. Q. R. takes Q. R's P.	27. Q. R. takes Q's R.
28. Q. takes Q. Kt's P. (ch.)	28. K. to K. B's sq.
29. Q. takes Q's R.	29. Q. to Q's 7th (ch.)
30. K. to K. Kt's sq.	30. Q. takes Q. B's P.
31. Q. to Q's 6th (ch.)	31. K. to K. Kt's 2nd.
32. Kt. to K. B's 5th (ch.)	32. K. to K. R's 2nd.
33. Q. to K's 7th.	33. B. takes Kt.
34. Q. to K. R's 4th (ch.)	34. K. to K. Kt's 3rd.
35. Q. to K. B's 6th (ch.)	

Drawn game.

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* Perhaps 9. Q's B. takes P. is the best move here.

† It is obviously for the advantage of Black to force an exchange of pieces.

‡ This is badly played, and enables White to draw the game.

GAME XII.—Between the same players.

WHITE. (Mr. H.)	BLACK. (Mr. G.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q. B's 3rd.	5. P. to K. R's 3rd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. Castles.	7. Q. Kt. to Q's 2nd.
8. P. to Q. R's 4th.*	8. K. Kt. to K's 2nd.
9. Q. to Q. Kt's 3rd.†	9. Castles.
10. P. to K. Kt's 3rd.	10. P. to K. Kt's 5th.
11. K. Kt. to K. R's 4th.	11. P. to K. B's 6th.
12. P. to K. R's 3rd.	12. P. to K. R's 4th.
13. Q. B. to K. Kt's 5th.	13. Q. Kt. to K. B's 3rd.
14. K. B. to Q's 3rd.	14. K. to K. R's sq.
15. Q. Kt. to Q's 2nd.	15. Q. Kt. to K. R's 2nd.
16. Q. B. takes K's Kt.	16. Q. takes Q. B.
17. K. R's P. takes P.	17. K. R's P. takes P.
18. K. to K. B's 2nd.	18. Kt. to K. Kt's 4th.
19. Q's Kt. takes P ‡	19. K. Kt. P. takes Q's Kt.
20. K. R. to K. R's sq.	20. Kt. takes K's P. (ch.)§
21. B. takes Kt.	21. Q. takes B.
22. Q. R to K's sq.	22. Q. B. to K's 3rd.‖
23. Kt. to K. Kt's 6th (double ch.)	23. K. to K. Kt's sq.
24. Kt. to K's 7th (mate.)	

GAME XIII.—Between Messrs. Bird and Smith.

WHITE. (Mr. B.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.

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* Surely this is giving Black too much time. 8. P. to K. Kt's 3rd seems better.

† If White resolved on setting up this attack it would have been better made on the preceding move, as Black must have replied with Q. to K's 2nd, and his game would have been hampered for some time.

‡ This and the previous move of White are extremely well played.

§ This is ill judged, as it compels Black to give up again almost immediately the piece he has won.

‖ This throws away the game at once. The only move to avert instant defeat is 22. K. B. takes Q's P (ch.)

4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q's 4th.	6. P. to K. R's 3rd.
7. P. to Q. B's 3rd.	7. Q. Kt. to Q's 2nd.
8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. K. Kt. to K. R's 4th.	9. P. to K. B's 6th.
10. K. Kt. to K. B's 5th.	10. Q. to K. B's 3rd.
11. Q. B. to K. B's 4th.	11. Q. Kt. to Q. Kt's 3rd.
12. K. B. to Q. Kt's 5th (ch.)	12. K. to K. B's sq.
13. K. Kt. to K's 3rd.	13. Q. to K's 2nd.
14. K. R. to K's sq.	14. P. to K. R's 4th.
15. K. Kt. to Q's 5th.	15. Q. to Q's sq.
16. Q Kt. to Q's 2nd.	16. P. to K. R's 5th.
17. Q. Kt. to Q. B's 4th.	17. Q. Kt. takes Q's Kt.
18. K. B. takes Q's Kt.	18. K. R's P. takes P.
19. Q. B. takes K. Kt's P.	19. P. to Q. B's 3rd.
20. Kt. to K's 3rd.	20. Q. to K's 2nd.
21. P. to K's 5th.	21. P. takes K's P.
22. P. takes K's P.	22. K. B. takes K's P.
23. Kt. takes K. Kt's P.	23. Q. to Q. B's 4th (ch)
24. Q. B. to K. B's 2nd.	24. K. B. takes K. R's P. (ch.)
25. K. to K. R's sq.	25. K. B. to Q's 3rd (dis. ch.)
26. K. to K. Kt's sq.	26. K. R. to K. R's 8th (ch.)

And Black wins.

GAME XIV.—The amateurs of the Athenæum Chess Club, Sheffield (consulting), against Mr. Lowenthal.

WHITE. (The Allies.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. P. to Q's 4th.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to K. R's 3rd.
7. Castles.	7. Q. to K's 2nd.
8. P. to K's 5th.	8. Q. P. takes K's P.
9. K. R. to K's sq.*	9. P. to K's 5th.
10. Q. to Q. B's 2nd.	10. K. Kt. to K. B's 3rd.
11. Q. Kt. to Q's 2nd.	11. Q. B. to K. B's 4th.
12. K. B. to Q's 3rd.	12. Castles.
13. Q. Kt. takes K's P.	13. K. Kt. takes Q's Kt.
14. K. B. takes K's Kt.	14. Q. B. takes K's B.
15. K. R. takes Q's B.	15. Q. to Q's 3rd.
16. B. to Q's 2nd.	16. Kt. to Q's 2nd.

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* 9. Q. P. takes K's P. loses a piece.

17. Q. R. to K. B's sq.*	17. Q. to K. Kt's 3rd.
18. Q. R. to Q. B's sq.	18. P. to Q. B's 4th.
19. K. R. to K's 7th.	19. Q. to Q's 3rd.
20. Q. to K's 4th.†	20. B. to K. B's 3rd.
21. K's R. takes Kt.	21. Q. takes K's R.
22. Q. P. takes Q. B's P.	22. K. R. to K's sq.
23. Q. to Q. B's 4th.	23. Q. R. to Q's sq.
24. R. to K. B's sq.	24. Q. to Q's 6th.
25. Q. takes Q.	25. Q. R. takes Q.
26. P. to K. R's 3rd.	26. K. R. to Q's sq.
27. R. to Q's sq.	27. B. to K's 2nd.
28. K. to K. B's sq.	28. B. takes P.
29. K. to K's 2nd.	29. B. to K's 6th.
30. Kt. to Q's 4th.	30. Q's R. takes B. (ch.)
31. R. takes Q's R.	31. B. takes R.
32. K. takes B.	32. P. to K. B's 4th.
33. K. to K's 2nd.	33. R. takes Kt.‡
34. Q. B's P. takes R.	34. K. to K. B's 2nd.
35. K. to Q's 3rd.	35. K. to K's 3rd.
36. K. to Q. B's 4th.	36. P. to K. Kt's 5th.
37. K. R's P. takes P.	37. P. takes P.
38. K. to Q's 3rd.	38. K. to Q's 4th.
39. P. to Q Kt's 4th.	39. P. to Q. Kt's 4th.
40. P. to Q. R's 3rd.	40. P. to K. R's 4th.

And White resigned.

GAME XV.—Between Messrs. Spreckley and Schwabe.

WHITE. (Mr. S.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. K. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q's 4th.	6. P. to K. R's 3rd.
7. P. to Q. B's 3rd.	7. Q. Kt. to Q's 2nd.
8. P. to K. Kt's 3rd.	8. P. to K. Kt's 5th.
9. Q. B. takes K. B's P.	9. P. takes K's Kt.
10. Q. takes K. B's P.	10. Q. Kt. to Q. Kt's 3rd.
11. K. B. takes K. B's P. (ch.)	11. K. takes K's B.
12. B. to K's 5th (dis. ch.)	12. K. Kt. to K. B's 3rd.
13. B. takes K's Kt.	13. B. takes B.
14. P. to K's 5th.	14. P. takes K's P.

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* A lost move, 17. Q. R. to K's sq. would have been better.

† Another and more serious error.

‡ The most decisive course. The Pawns on the King's side are irresistible.

15. P. takes P.	15. P. to K. R's 4th.
16. K. P. takes K's B.	16. Kt. to Q. B's 5th.
17. Q. to K. B's 4th.	17. B. to K's 3rd.
18. P. to Q Kt's 3rd.	18. Kt to Q's 3rd.
19. Kt. to Q's 2nd.	19. B. to K. B's 4th.
20. Kt. to Q B's 4th.	20. Kt. takes Kt.
21. Q. takes B.	21. Kt. to K's 6th.
22. Q. to K. Kt's 5th.	22. Kt. takes K's R.
23. Q. to K. Kt's 7th (ch.)	23. K. to K's 3rd.
24. R. to K's sq. (ch.)	24. K. to K. B's 4th.
25. R. takes Kt. (ch.)	25 K. to K's 3rd.
26. R. to K's sq. (ch.)	26. K. to K. B's 4th.
27. R. to K. B's sq. (ch.)	27. K. to K's 3rd.
28. P. to K. B's 7th.*	28. Q. to K. B's sq.
29. Q. to K. B's 6th (ch.)	29. K. to Q's 2nd.
30. R. to Q's sq. (ch.)	30. K. to Q. B's sq.
31. Q. to K's 6th (ch.)	31. K. to Q. Kt's sq.
32. R. to K's sq.	32. Q. to Q. B's 4th (ch.)
33. K. to K. R's sq.	33. Q to Q. B's 3rd (ch.)
34. Q. takes Q.	34. Q. Kt's P. takes Q.
35. R. to K's 8th (ch.)	35. K. to Q. Kt's 2nd.

And White resigns.

Chapter V.

THE MUZIO GAMBIT.

GAME THE FIRST—("Handbook," p. 280.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt. (or A.)
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes K's P.
8. P. to Q's 3rd.	8. K. B. to K. R's 3rd.
9. Q. B. to Q's 2nd.	9. K. Kt. to K's 2nd.
10. Q. Kt. to Q. B's 3rd.	10. Q. Kt. to Q. B's 3rd.
11. Q. R. to K's sq.	11. Q. to Q. B's 4th (ch.)
12. K. to K. R's sq.	12. Q. Kt. to Q's 5th.

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* This certainly looks like a winning move, and few players could have resisted the temptation of trying it.

The move now given in the "Handbook" is 13. Q R takes Kt. (ch)

The following Variation from the "Handbuch" seems also worthy of notice:—

13. Q. to K. R's 3rd. 13. K. B. to K. Kt's 4th.

13. P. to Q's 4th is bad on account of 14. Q. to K. R's 5th.

14. Q. to K. R's 5th. 14. Q. to K. B's 4th.

If 14. Q. Kt to K's 3rd. 15. Kt. to K's 4th / Q. to K. B's 4th 16. K's B. takes Kt. / Q's P. takes B.

17. Kt. takes K's B., and White must win.

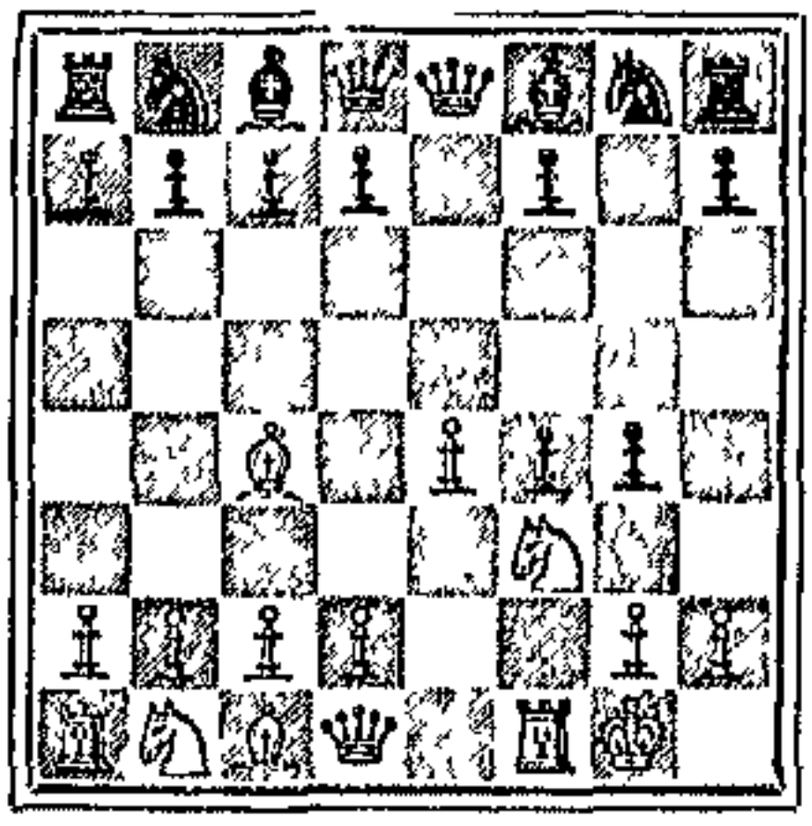
15. Kt. to K's 4th. 15. P. to K. R's 3rd.
16. Q. B. to Q. B's 3rd. 16. Q. Kt. takes Q. B's P.
17. Kt. to K. B's 6th (ch.) 17. K. to Q's sq.
18. Q. takes K. B's P. 18. Q's Kt. takes R.
19. R. takes Kt. 19. Q. to Q. B's 4th.
20. P. to Q. Kt's 4th. 20. Q. to Q's 3rd.
21. Kt. to K's 4th. 21. Q. to K. Kt's 3rd.
22. Kt. takes K's B.

And wins.

(A.)

Variation on Black's 5th move.

BLACK.



WHITE.

X

Instead of 5. P takes Kt, Mr. Horwitz proposes 5. Q to K's 2nd, considering that Black ought by this move to get the better game.

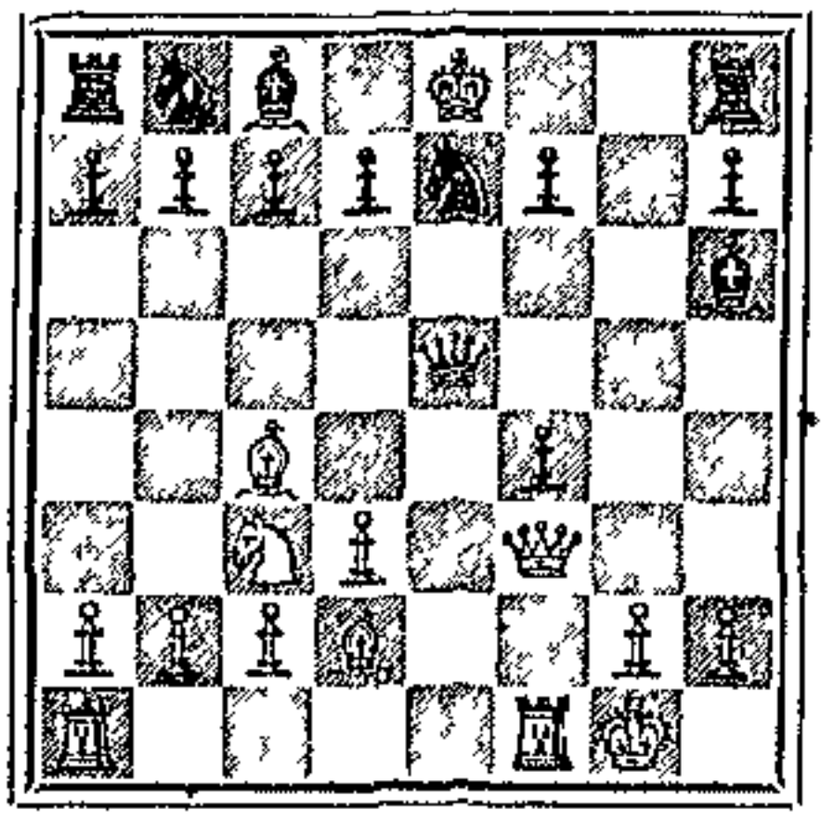
	5. Q. to K's 2nd.
6. P to Q's 4th.	6. P. takes Kt.
7. Q. takes P.	

The position now is the same as when in the ordinary form of the opening Black plays 6. Q to K's 2nd, which is considered inferior to 6. Q to K B's 3rd See "Handbook," p. 289, Variation II.

GAME THE SECOND.—("Handbook," p 283.)

Varying from the preceding game at Black's 10th move.

BLACK



WHITE.

At this stage, besides 10 P to Q B's 3rd and 10. Q Kt to Q B's 3rd, Black may play 10. Castles, and in the opinion of the "Handbuch" obtains an even game. Thus,—

	10. Castles.
11. Q. R to K's sq.	11. Q. to Q. B's 4th (ch.)
12. K. to K. R's sq.	12. Q. Kt. to Q. B's 3rd.

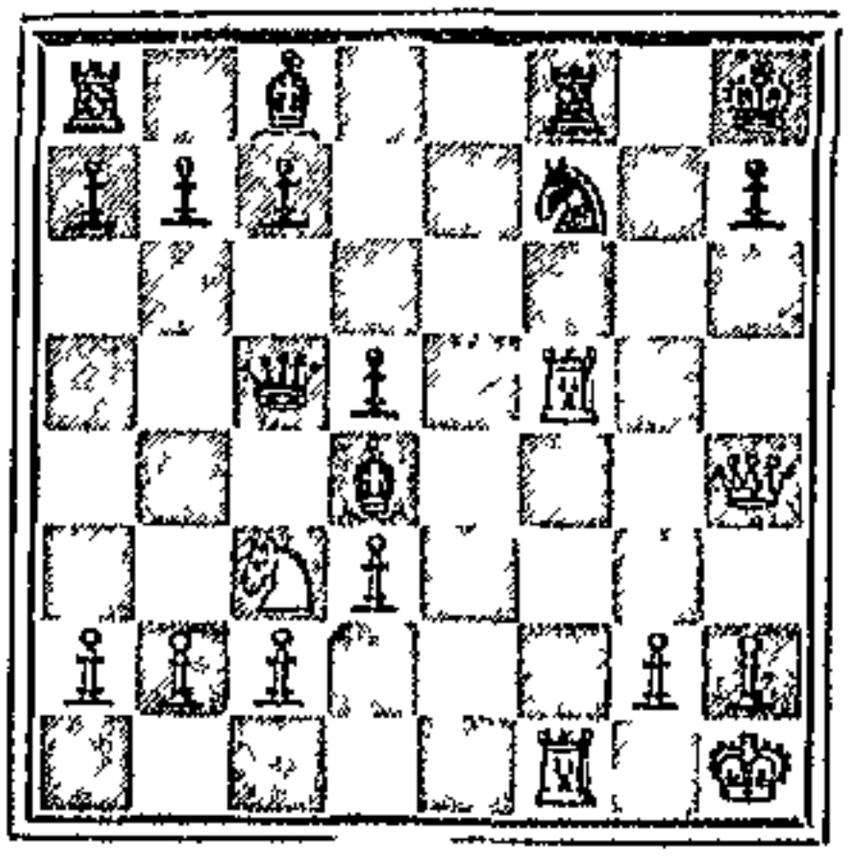
The situation is now precisely the same as it would be in Game I, if Black played 12 $\frac{\text{Castles}}{}$

13. Q's B takes P.	13. K. B to K. Kt's 2nd
14. Q B. to K's 3rd.	14. Q. Kt. to Q's 5th.
15. K. B takes K B's P. (ch)	15. K. to K. R's sq.
16. Q's B takes Kt.	16. K's B. takes B.
17. Q. to K's 4th	17. Kt. to Q. B's 3rd.
18. K. R to K B's 5th.	18. Kt. to K's 4th.
19. Q. R. to K. B's sq.	19. P. to Q's 4th.
20. Q. to K. R's 4th.	20. Kt. takes K's B.
21. R takes Kt.	21. R. takes R.
22. R. takes R.	22. Q. B. to K. B's 4th.
23. R takes B.	23. B. takes Kt.
24. Q. Kt's P. takes B.	24. Q. takes P.

And the game is even.

At the 21st move, however, if I mistake not, White might improve his play. I subjoin a diagram of the position after the 20th move of Black, viz.:—20. $\frac{\text{Kt takes K's B.}}{}$

BLACK.



WHITE.

Suppose now White plays—

21. K. R. takes Q's P.

Black has several moves at his command; of these—

x 2

21. Q to Q Kt's 5th. 21. Q to Q B's 3rd, and 21. Kt. moves may be at once dismissed as bad, White winning easily in each case. The only moves which seem feasible are 21. Q. to Q. Kt's 3rd and 21. Q takes R.

Firstly.

21. Q. to Q. Kt's 3rd.

22. K's R. takes B.

If now 22. Q B. to K's 3rd. 23. Q to K B's 6th (ch.) K. to K Kt's sq. 24. Q R to K B's 3rd, and Black must lose.

If 22. Q. to K's 3rd. 23. K R. to K's 4th. Q to K. Kt's 3rd. 24. Q. R to K. B's 6th. Q to K. Kt's sq. 25. K. R to K's 7th, and White wins.

His best move seems to be—

	22. Q. to K. Kt's 3rd.
23. Q. R. to K. B's 6th.	23. Q. to K. Kt's 2nd.
24. K. R. to K. B's 4th.	24. B. to Q's 2nd.
25. Q. to K. B's 2nd.	25. B. to K's sq.
26. Kt. to Q's 5th.	

and White will at least recover the piece, and remain with two Pawns more than Black.

Secondly.

21. Q. takes R.

This seems to be his best move.

22. Kt. takes Q.	22. K. B. to K. Kt's 2nd (best.)
23. Kt. to K. B's 6th.	23. P. to K. R's 3rd.

If 23. K's B. takes Kt. 24. Q. takes B. (ch.) K. to K. Kt's sq. 25. R. to K B's 3rd. B. to K. Kt's 6th. 26. R to K Kt's 3rd. P. to K R's 4th. 27. P. to K. R's 3rd, and White ought to win.

24. Q. to K's 4th.	24. Kt. to K. Kt's 4th.

If 24. K's B. takes Kt 25. R. takes B., and if 25. B. to Q's 2nd. 26. Q to Q's 4th, if 25. K. moves. 26. Q. to K. Kt's 6th (ch.)

25. Q. to K. Kt's 6th. 25. R. takes Kt.

If 25. $\frac{\text{Q B. to K's 3rd.}}{}$ 26. $\frac{\text{P. to K R's 4th.}}{\text{Q. B. to K. B's 2nd.}}$ 27. $\frac{\text{Q to K. B's 5th.}}{\text{Q. B. to K's 3rd.}}$

28. $\frac{\text{Q to K's 5th}}{}$, and Black loses a piece.

26. R. takes R. 26. B. takes R.
27. Q. takes B. (ch.) 27. K. to K. R's 2nd.
28. P. to K. R's 4th.

And White ought to win.

GAMES

ILLUSTRATIVE OF THE MUZIO GAMBIT.

Game I.—Between Messrs. Heydebrand and Szen.

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes K's P.
8. P. to Q's 3rd.	8. K. B. to K. R's 3rd.
9. Q. Kt to Q. B's 3rd.	9. K. Kt. to K's 2nd.
10. Q. B. to Q's 2nd.	10. Castles.
11. Q. R. to K's sq.	11. Q. to Q. B's 4th (ch.)
12. K. to K. R's sq.	12. P. to Q. B's 3rd.*
13. Kt. to K's 4th.	13. Q. to K. B's 4th.
14. Q. B. to Q. B's 3rd.	14. K. B. to K. Kt's 2nd.
15. Kt. to Q's 6th.	15. Q. to K. Kt's 4th.
16. Q. R. takes K's Kt.	16. K. B. takes Q's B.
17. Q. R. takes K. B's P.	17. K. R. takes Q's R.
18. B. takes K's R. (ch.)†	18. K. to K. Kt's 2nd.

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12. $\frac{\text{Q. Kt. to Q. B's 3rd}}{}$ is better.

† In the last edition of the "Handbuch" (1858), Der Lasa recommends 18. $\frac{\text{Kt. takes K's R.}}{}$, which certainly seems even more decisive than 18. $\frac{\text{B takes K's R (ch.)}}{}$

19. P. takes B.	19. Kt. to Q. R's 3rd.
20. Q. takes K. B's P.	20. Q. takes Q.
21. R. takes Q.	21. Kt. to Q. B's 2nd.*
22. B. to Q. Kt's 3rd.	22. Kt. to Q's 4th.
23. B. takes Kt.	23. Q. B's P. takes B.
24. R. to K. B's 7th (ch.)	24. K. to K. Kt's sq.
25. R. to K's 7th.	25. P. to Q. Kt's 3rd.
26. R. to K's 8th (ch.)	26. K. to K. Kt's 2nd.
27. R. takes B.	

And White wins.

GAME II.—Between Baron Sternfeld and Herr —.

WHITE. (Baron S.)	BLACK. (Herr —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes P.
8. P. to Q's 3rd.	8. K. B. to K. R's 3rd.
9. Q. Kt. to Q. B's 3rd.	9. K. Kt. to K's 2nd.
10. Q. B. to Q's 2nd.	10. P. to Q. B's 3rd.
11. Q. R. to K's sq.	11. Q. to her B's 4th (ch.)
12. K. to K. R's sq.	12. P. to Q's 4th.
13. Q. to K. R's 5th.	13. Q. to her 3rd.
14. B. takes Q's P.	14. P. takes B.
15. Kt. takes P.	15. Q. Kt. to Q. B's 3rd.
16. R. takes Kt. (ch.)	16. Kt. takes R.
17. R. to K's sq.	17. K's B. to his sq.
18. B. to Q. Kt's 4th.	18. Q. to K. Kt's 3rd.
19. B. takes Kt.	19. Q. takes Q.
20. Kt. to K. B's 6th. Mate.	

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21. $\frac{\text{Kt. to Q. B's 4th}}{}$ would have been rather better; as if 22. $\frac{\text{B to Q Kt's 3rd.}}{\text{Kt. takes B.}}$ 23. $\frac{\text{Q B's P. takes Kt.}}{\text{P. to Q. Kt's 3rd}}$, and Black has gained a move. If 22. $\frac{\text{R. to K. Kt's 4th (ch.)}}{\text{K. to K B's sq.}}$ 23. $\frac{\text{R. to K Kt's 8th (ch.)}}{\text{K. to K's 2nd.}}$, and White cannot win the Bishop without losing a piece in return,—though in any case he would have had the advantage.

Game III.—Between two amateurs of Manchester.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes K's P.
8. P. to Q's 3rd.	8. B. to K. R's 3rd.
9. Q. Kt. to B's 3rd.	9. P. to Q. B's 3rd.
10. Q's B. takes P.	10. Q. takes B.
11. Q. to K. R's 5th.	11. Q. to Q's 5th (ch.)
12. K. to K. R's sq.	12. P. to Q's 4th.
13. B. takes P.	13. P. takes B.
14. Kt. takes P.	14. Q. B. to K's 3rd.
15. Q. R. to K's sq.	15. K. to Q's 2nd.
16. K R. takes P. (ch.)	16. B. takes R.
17. Q. takes B. (ch.)	17. K. to Q. B's 3rd.
18. Q. to Q. B's 7th (ch.)	18. K. to Q. Kt's 4th.
19. P. to Q. B's 4th (ch.)	19. K. to Q. R's 5th.
20. P. to Q. Kt's 3rd (ch.)	20. K. to Q. R's 6th.
21. Q. to Q. R's 5th (ch.)	21. K. to Q. Kt's 7th.
22. R. to K's 2nd (ch.)	22. K. to Q. Kt's 8th.
23. Q. to K's sq. (ch.)	23. B. covers.
24. Kt. to Q. B's 3rd (ch.)	24. Q. takes Kt.
25. Q. takes Q.	

White mates in two moves.

Game IV.—Between Mr. Staunton and an amateur.

WHITE. (Mr. S.)	BLACK. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes K's P.
8. P. to Q's 3rd.	8. K. B. to K. R's 3rd.
9. Kt. to Q. B's 3rd.	9. P. to Q. B's 3rd.
10. Q's B. takes P.	10. Q. takes B.
11. Q. to K. R's 5th.	11. Q. to Q's 5th (ch.)
12. K. to R's sq.	12. P. to Q's 4th.
13. Q. takes K. B's P. (ch.)	13. K. to Q's sq.
14. Q. R. to K's sq.	14. Q. B. to Q's 2nd.
15. B. takes Q's P.	15. P. takes B.

16. Kt. takes P.	16. Q. to K. Kt's 2nd.
17. Q. to K. R's 5th.	17. Q. to K. Kt's 3rd.
18. Q. to K. R's 4th (ch.)	18. K. to Q. B's sq.
19. K. R. to K. B's 6th.	19. Q. to K. Kt's 2nd.
20. Q. to Q. B's 4th (ch.)	20. Q. Kt. to B's 3rd.
21. R. takes Kt. (ch.)	21. B. takes R.
22. R. to K's 8th (ch.)	22. K. to Q's 2nd.
23. R. takes Q's R.	23. Q. to K's 4th.
24. Q. to K. Kt's 4th (ch.)	24. K. to Q's 3rd.
25. R. to Q's 8th (ch.)	25. K. to Q. B's 4th.
26. Q. mates.	

GAME V.—Between Messrs. Hanstein and Mayet.

WHITE. (Mr. H.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to B's 4th.	4. P. to K. Kt's 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to K's 5th.	7. Q. takes K's P.
8. P. to Q's 3rd.	8. B. to K. R's 3rd.
9. Q. Kt. to B's 3rd.	9. K. Kt. to K's 2nd.
10. Q. B. to Q's 2nd.	10. P. to Q. B's 3rd.
11. Q. R. to K's sq.	11. Q. to Q. B's 4th (ch.)
12. K. to R s sq.	12. P. to Q's 4th.
13. B. takes Q's P.	13. P. takes B.
14. Q. to K. R's 5th.	14. Q to Q's 3rd.
15. Kt. takes P.	15. Q. Kt. to B's 3rd.
16. B. to Q. B's 3rd.	16. Q. to K. Kt's 3rd.
17. R. takes Kt. (ch.)	17. Kt. takes R.
18. Q. to K's 5th.	18. B. to K. B's sq.
19. Kt. to K. B's 6th (ch.)	19. Q. takes Kt.
20. Q. takes Q.	20. R. to K. Kt's sq.
21. Q. takes P.	21. Q. B. to K's 3rd.
22. P. to K. Kt's 3rd.	22. Castles.
23. Q. to K's 3rd.	23. Kt. to Q. B's 3rd.
24. B. to K. B's 6th.	24. R. to Q's 2nd.
25. P. to Q. B's 4th.	25. R. to K. Kt's 3rd.
26. P. to Q. R's 3rd.	26. B. to K. R's 3rd.
27. Q. to K's 4th.	27. Kt. to K's 2nd.
28. P. to Q. Kt's 4th.	28. Kt. to Q's 4th.
29. B. to K's 5th.	29. Kt. to K's 6th.
30. R. to K. B's 3rd.	30. B. takes Q. B's P.
31. B. to K. B's 4th.	31. R. to K's 3rd.
32. Q. takes K. R's P.	32. B. to Q's 4th.

And Black wins.

GAME VI.—Between Messrs. Heydebrand and Mayet.—From the "Handbuch."

WHITE. (Mr. H.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to B's 4th.	4. P. to K. Kt's 5th.
5. Q. Kt. to B's 3rd.	5. P. takes Kt.
6. Q. takes P.	6. B. to K. R's 3rd.
7. P. to Q's 4th.	7. Q. Kt. to B's 3rd.
8. B. takes K. B's P. (ch.)*	8. K. takes B.
9. Q. to Q. R's 5th (ch.)	9. K. to K. Kt's 2nd.
10. Castles.	10. Q. to K. Kt's 4th.
11. Q. to Q's sq.	11. P. to Q's 3rd.
12. B. takes P.	12. Q. takes B †
13. R. takes Q.	13. B. takes R.
14. Kt. to Q's 5th.	14. B. to K. Kt's 4th.
15. Kt. takes Q. B's P.	15. Q. R. to Q. Kt's sq.
16. Q. to K. R's 5th.	16. P. to K. R's 3rd.
17. Kt. to K's 8th (ch.)	17. K. to K. B's sq.
18. R. to K. B's sq (ch.)	18. K. to K's 2nd.
19. Q. to K. B's 7th (ch.)	19. K. to Q's sq.
20. Kt. takes P.	20. K. Kt. to K's 2nd.
21. Q. to K. B's 2nd.	21. K. R. to K. Kt's sq.
22. P. to K. R's 4th.	22. K. to Q's 2nd.
23. P. to K's 5th.	23. P. to Q. Kt's 3rd.
24. K. R's P. takes B.	24. Q. B. to Q. R's 3rd.
25. R. to K's sq.	25. K's R. takes P.
26. Q. to K. B's 4th.	26. K. Kt. to Q's 4th.
27. Q. to K. B's 7th (ch.)	27. Q. Kt. to K's 2nd.
28. P. to Q. B's 4th.	28. Q. R. to K. Kt's sq.
29. P. takes Kt.	29. R. takes K. Kt's P. (ch.)
30. K. to R's sq.	30. K. R. to K. Kt's 2nd.
31. Q. to K's 6th (ch.)	31. K. to Q's sq.
32. Kt. to K. B's 7th (ch.)	32. K. to K's sq.
33. P. to Q's 6th.	33. R. takes Kt.
34. P. to Q's 7th (ch.)	34. K. to Q's sq.
35. Q. takes R.	

And Black resigns.

Notes by Mr. Heydebrand.

* 8. Castles would be better.

† Black could have got his Queen away, but, as he obtained four pieces for her, he preferred giving her up for the sake of the attack. The position of White's Pawns, however, was strong enough to prevent the effectual development of the enemy's game.

Chapter VI.

ALLGAIER GAMBIT.

GAME THE FIRST.—("Handbook," p. 303.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K. Kt's 5th.	5. P. to K. R's 3rd.
6. Kt. takes K. B's P.	6. K. takes Kt.

The move now given for White in the "Handbook" is 7. Q. takes K. Kt's P., he may also play—

7. K. B. to Q. B's 4th (ch.)	7. P. to Q's 4th (best)
8. K's B. takes P. (ch.)	8. K. to K's sq.

This, perhaps, is Black's best move, but he may play—

8. K to Kt's 2nd, as in the Variation.

9. P. to Q's 4th.	9. K. Kt. to K's 2nd (or A.)
10. Q. Kt. to Q. B's 3rd.	10. K. B. to K. Kt's 2nd.

Here the "Handbuch" dismisses the game as being in Black's favour. It is to be regretted that the analysis was not carried further, as it does not seem at all clear that White's attack is exhausted. Suppose—

11. Q's B. takes P.	11. Q. Kt. to Q. B's 3rd.

If 11. Kt. takes B. 12. K's P takes Kt (best), and if

12. Q to K's 2nd (ch.) 13. K to Q's 2nd / Q to K B's 3rd. 14. Q to K's 2nd (ch.) / K to Q's sq

15. B. to K's 5th / Q. to K. Kt's 3rd. 16. Q R to K's sq., and White has a good game.

12. Q. B. to K's 3rd.

followed by Q. to Q's 2nd, and Castles on Q's side, and Black's position is one of great difficulty.

(A.)

	9. P. to K. B's 6th.
10. P. takes P.	10. K. B. to K's 2nd.
11. Castles.	

(Instead of Castling White may play 11. Q. B. to K's 3rd, and 12. K to Q's 2nd)

11. P. to K. Kt's 6th.

He does not seem to have any better move. Taking the Pawn would be ruinous.

12. P. to K. B's 4th.	12. P. to K. R's 4th.

This is the move given in the "Handbuch," and White is made to reply with 13. Q Kt. to Q B's 3rd, and after a few moves the game is dismissed as being in favour of Black. It would seem, however, that White's best move is—

13. K's B. takes Kt.	13. R. takes B.
14. Q. takes R's P. (ch.)	14. K. to K. B's sq.
15. Q. to K. R's 6th (ch.)	15. R. to K. Kt's 2nd.
16. P. to Q. B's 3rd.	16. K. B. takes R's P.
17. P. to K. B's 5th.	17. K. B. to K. Kt's 5th.
18. B. takes B.	18. Q. takes B.
19. Q. takes Q.	19. R. takes Q.
20. Kt. to Q's 2nd.	

and White's Pawns look fully equivalent to Black's extra piece, *especially as Black's Pawn at K. Kt's 6th must fall.*

If Black at his 12th move play—

12. Kt. to K. B's 3rd.

White's best reply perhaps is,—

13. P. *to* K. B's *5th.*

shutting out the Queen's Bishop.

And if—

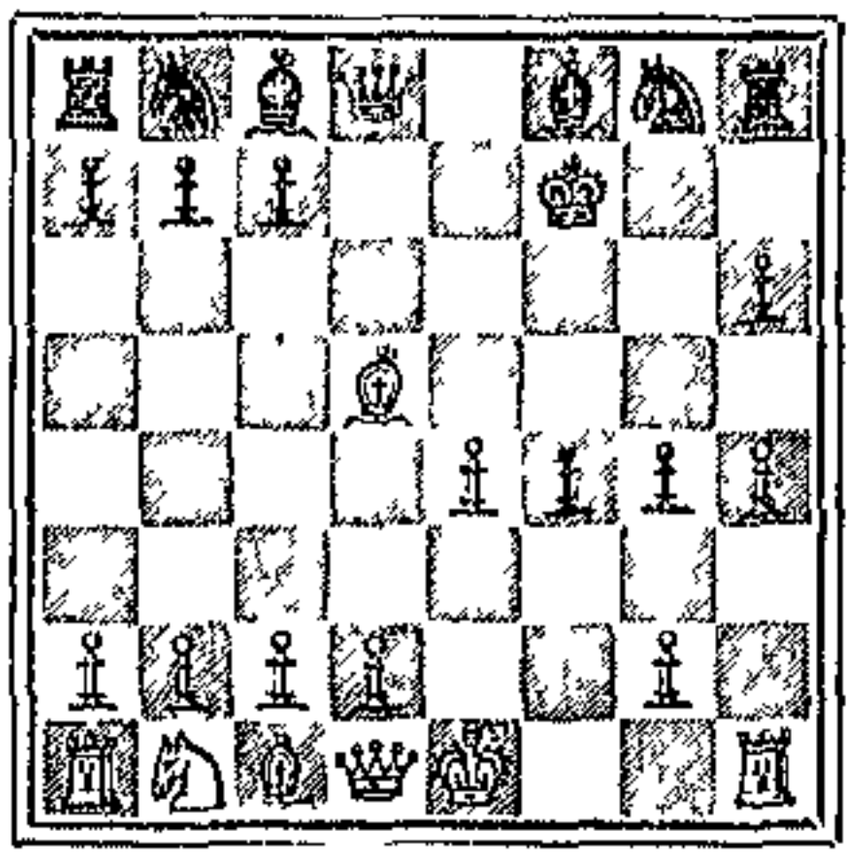
13. Kt. takes B,

14. Q. to K. R's 5th (ch.)

Variation on Black's 8th move.

We give a diagram of the position before Black's 8th move:—

BLACK.



WHITE.

8. K. to K. Kt's 2nd.

This move will be found well illustrated by Prince Ourousoff's games at the end of the chapter. It is not perhaps quite so good as 8. $\frac{\text{K to K's sq.}}{}$, as it allows White to equalize the game at once by 9. $\frac{\text{K B takes Q Kt's P.}}{\text{Q's B takes B}}$ 10. $\frac{\text{Q takes K Kt's P (ch)}}{}$ and White draws by perpetual check. If he attempt more he must lose.

He may also play in reply to—

	8. K. to K. Kt's 2nd.
9. P. to Q's 4th.	9. P. to K. B's 6th.
10. P. takes P.	10. K. B. to K's 2nd.
11. Castles.	

This is stronger than 11. $\frac{\text{Q B to K's 3rd.}}{}$

11. P. to K. Kt's 6th (best.)

12. B. to K. B's 4th.

Black has perhaps rather the better game, but will have to play with great care.

GAME THE SECOND.– ("Handbook," p 300)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. Kt. to K. R's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. to Q's 3rd.	8. P. to K. B's 6th.
9. P. to K. Kt's 3rd.	9. P. to Q's 4th.

This move has usually been considered effectual against the attack in the present variation of the "Allgaier Gambit;" the "Handbuch," however, declares that White still gets an advantage. Thus—

10. K's P. takes P.

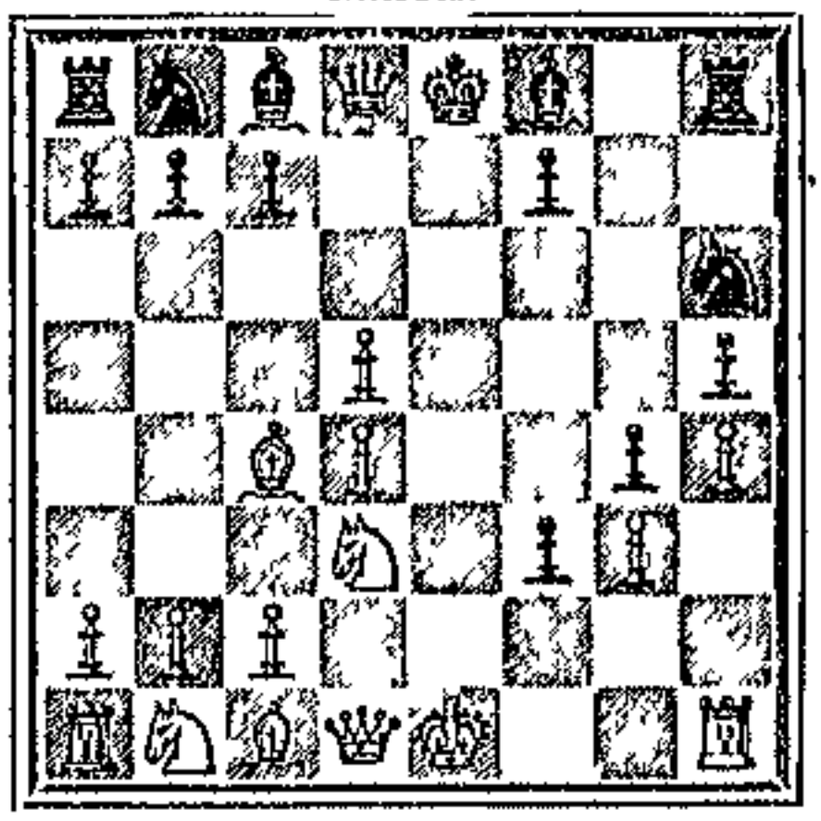
The move commonly played here is 10. K B takes Q's P

	10. K. Kt. to K. B's 4th.
11. K. to K. B's 2nd.	11. K. Kt. takes Q's P.
12. Q. B. to K. Kt's 5th.	

And White has the advantage. It would be premature, however, to admit without farther investigation, that 9. P to Q's 4th is not a sound defence.

I subjoin a diagram of the position after White's 10th move:

BLACK.



WHITE.

Suppose after—

10. Kt. to K. B's 4th.

11. K. to K. B's 2nd.,

instead of playing 11. Kt. takes Q's P., that Black replies with

11. K. B. to K's 2nd.

He now threatens Kt. takes K. Kt's P., or Kt. takes K. R's P., having an irresistible attack in either case.

12. K. R. to K's sq.

This, or 12. K. Kt. to K's 6th, seems to be White's best reply; 12. Q. B. to K. Kt's 6th is manifestly bad, as is also 12. Q. to K. Kt's sq. to which Black would reply with 12. Kt. takes K. R's P.

12. K. to K. B's sq.

This is better than Castling.

13. Q. B. to K. B's 4th.	13. K. Kt. takes K. R's P.
14. K. R. takes K's B. (best.)	14. Q. takes R.
15. Q. to Q's 2nd (best.)	15. K. Kt. to K. B's 4th.

And Black has decidedly the better game.

Perhaps the strongest play for White at his 12th move is—

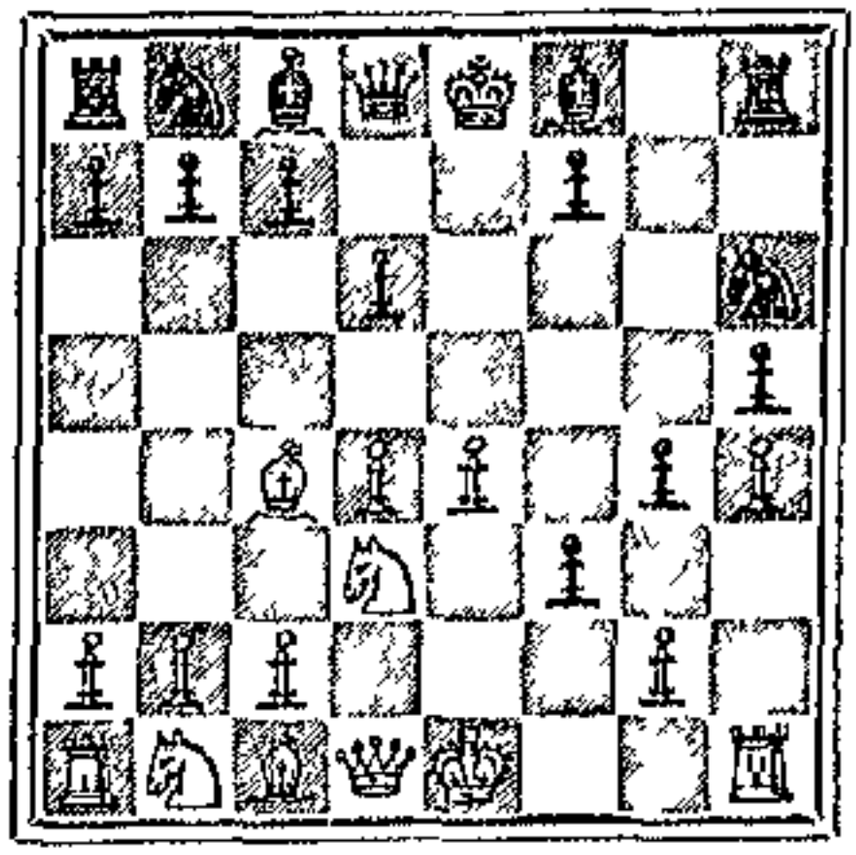
12. K. Kt. to K's 5th.

Black cannot now take either K. Kt's P. or K. R's P. with his Knight, because of 13. Kt. takes K. B's P.

If he play 12. K. to K. B's sq., White may reply with 13. Q. B. to K's 3rd, still threatening the K. B's P. If 12. Castles. 13. Q. B. to K. B's 4th.

Variation on White's 9th move.

BLACK.



WHITE.

At this point, instead of 9. $\frac{\text{P. to K Kt's 3rd}}{}$, White may play—

9. P. takes P.	9. K. B. to K's 2nd.

This is his best move.

10. Q. B. to K's 3rd.	10. K. B. takes K. R's P. (ch.)
11. K. to Q's 2nd.	11. P. takes P.

Perhaps 11. $\frac{\text{P. to K Kt's 6th}}{}$ is better.

12. Q. takes P.	12. Q B. to K. Kt's 5th.
13. Q. to K. B's 4th.	

White has rather the fieer game but Black keeps the Pawn.

The defence—5. $\frac{\text{K. Kt to K B's 3rd}}{}$, which is only cursorily mentioned in the "Handbook," was analyzed by Philidor, as far back as the year 1777. As it has lately come much into vogue again, and gives rise to some interesting variations, I shall examine it a little more in detail.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. K's P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. K. Kt. to K. B's 3rd.
6. K. Kt. takes K. Kt's P.	

This is White's best move, as it serves to break up the adverse Pawns on the King's side.

(If 6. B. to Q B's 4th, then 6. ———. See Illustrative Games, p. 325.)

	6. K. Kt. takes K's P.
7. P. to Q's 3rd (best.)	7. K. Kt. to K. Kt's 6th.
8. Q's B. takes P.	8. K's Kt. takes R. (or A.)
9. Q. to K's 2nd (ch.)	

If 9. Q. B. to K Kt's 5th, K. B. to K's 2nd 10. Q. to K's 2nd, P. to K. R's 4th. 11. Q. to K's 5th, P. to K B's 3rd' and the attack is exhausted. If 11. K. Kt. to K B's 6th (ch), K. to K B's sq. 12. Q. to K's 5th, P. to Q's 3rd' and Black escapes.

	9. Q. to K's 2nd.
10. K. Kt. to K. B's 6th (ch.)	10. K. to Q's sq.
11. Q. B. takes Q. B's P. (ch.)	11. K. takes B.
12. K. Kt. to Q's 5th (ch.)	12. K. to Q's sq.
13. K's Kt. takes Q.	13. K's B. takes Kt.

Black has won three pieces for the Queen, and ought to have the advantage.

The "Handbuch" gives 14. Q Kt to Q B's 3rd, to which Black replies with 14. K to K's sq.

Perhaps the best play for White is—

14. Q. to K. Kt's 4th.

And if Black replies with—

	14. K. R. to K's sq.
15. K. B. to K's 2nd.	15. K. B. to Q's 3rd.

This seems his only chance of getting out the Kt.

If 15. P. to Q's 3rd. 16. Q. to K B's 4th.

16. Q. Kt. to Q. B's 3rd.

and still Black cannot extricate the imprisoned piece. For if

	16. K. Kt. to K. Kt's 6th.
17. Q. to K. Kt's 5th (ch.)	17. K. to Q. B's 2nd.
18. Kt. to Q. Kt's 5th (ch.)	18. K. to Q. B's 3rd.
19. Kt. takes K's B.	19. K. R. takes K's B. (ch.)

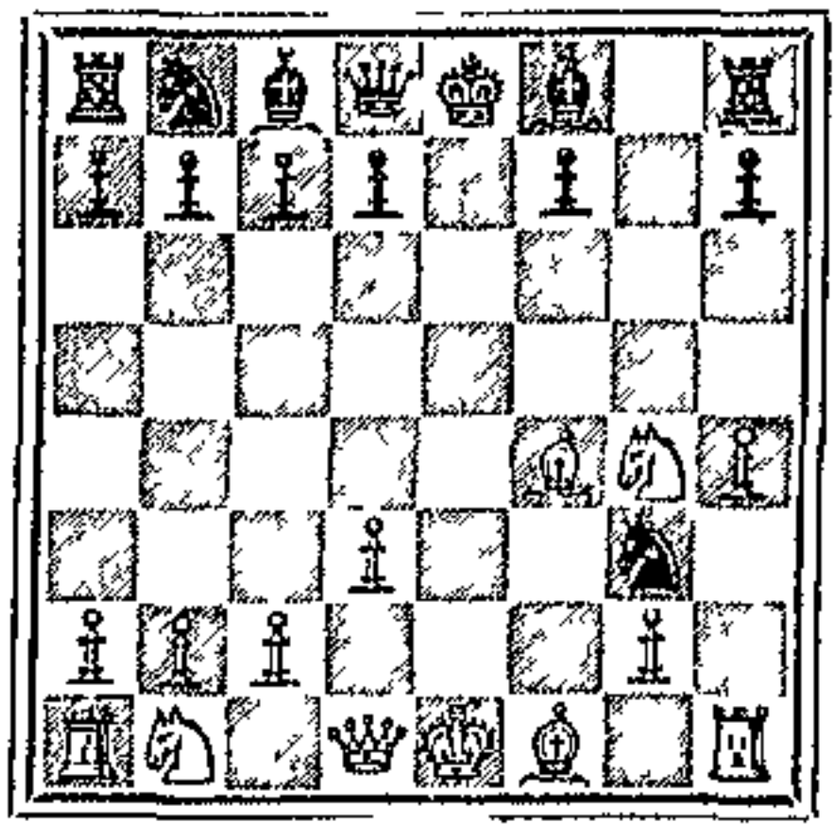
20. K. to Q's sq.	20. K. R. takes K. Kt's P.
21. Q. to K. B's 6th.	21. K. R to K. Kt's 8th (ch.)
22. K. to Q's 2nd.	22. K's R. takes R.
23. Kt. to K's 8th (dis. ch.)	23. K. to Q. Kt's 4th.
24. Kt. to Q. B's 7th (ch.)	

And White wins.

(A.)

Variation on Black's 8th move.

BLACK.



WHITE.

8. Q. to K's 2nd (ch.)

This is inferior to 8. K's Kt takes R, as before played.

9. K. B. to K's 2nd.	9. Q. to Q. Kt's 5th (ch.)

This is better than taking the Rook.

10. Q. B. to Q's 2nd.	10. Q. to Q. Kt's 3rd.

The "Handbuch" does not pursue the analysis further; perhaps the best move for White is—

11. Q. B. to Q. B's 3rd.

To which if Black reply—

	11. K's Kt. takes R.
12. Q's B. takes R.	12. Q. to K. Kt's 8th (ch.)
13. K. B. to K. B's sq.	13. K. Kt. to K. Kt's 6th.
14. Q. to K. B's 3rd.	

followed by Q. Kt. to Q's 2nd, and Castles, and White has at least as good a game as Black.

GAME THE THIRD.—("Handbook," p. 307.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. *to* K's *5th.*	5. P. *to* K. *R's 4th.*
6. K. B. to Q. B's 4th.	6. K. R. to R's 2nd.
7. P. to Q's 4th.	7. P. to K. B's 6th.

This is *generally conceived to be Black's best move, but see* the Variation.

8. K. Kt's P. takes P.

This move is now considered to be rather better than 8. $\frac{\text{P. to K Kt's 3rd}}{}$, and ought, in the opinion of the "Handbuch," to lead to an even game.

8. P. to Q's 3rd.

9. K. Kt. to Q's 3rd.

White might also play 9. $\frac{\text{K Kt takes K B's P.}}{\text{K's R takes Kt.}}$ 10. $\frac{\text{K's B. takes R (ch.)}}{\text{K takes B.}}$ 11. $\frac{\text{Q B to K Kt's 5th}}{\text{K B to K's 2nd}}$ 12. $\frac{\text{P to K B's 4th}}{}$ with a strong game, as he will be able in a few moves to Castle on the Queen's side and then push on his Pawns, having a powerful attack, through the exposed position of Black's King.

	9. K. B. to K's 2nd.
10. Q. B. to K's 3rd.	10. K's B. takes P. (ch.)
11. K. to Q's 2nd.	11. P. takes P.
12. Q. takes P.	12. Q. B. to K. Kt's 5th.
13. Q. to K. B's 4th.	

13. $\frac{\text{Q to K B's sq}}{}$ is also good.

13. K. R. to K. Kt's 2nd.

It matters little whether he play thus or 13. $\frac{\text{Q Kt. to Q's 2nd}}{}$ as the position becomes the same in both cases after a few moves.

14. Q. Kt. to Q. B's 3rd.	14. K. B. to K. Kt's 4th.
15. Q. to K. B's 2nd.	15. Q. Kt. to Q's 2nd.
16. Q. R. to K. B's sq.	16. K. B. takes Q's B. (ch.)

If he play 16. Q to K's 2nd, White would do badly to play 17. Q. B. takes K's B, as Black could then maintain his Pawn without difficulty.

17. Q. takes B.	17. Q. Kt. to Q. Kt's 3rd.
18. K. B. to Q. Kt's 3rd.	18. Q. to K's 2nd.
19. K. Kt. to K. B's 4th.	

White might also play 19. P. to K's 5th, and obtain a fine game.

19. K. Kt. to K. B's 3rd.

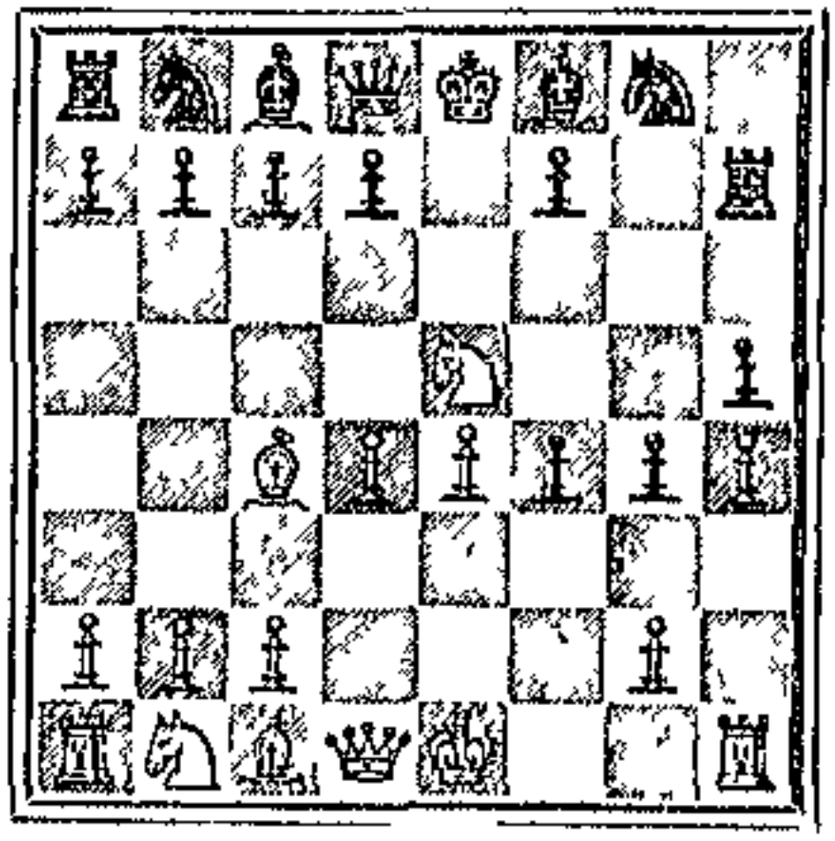
20. Q. R. to K. Kt's sq.

And the game is even.

Variation on Black's 7th move.

Diagram of the position after White's move of 7. P to Q's 4th.

BLACK.



WHITE.

The best move for Black at this point seems to be—

7. Q. to K. B's 3rd.

But it may be remarked here that if he play 7. K. B. to K. R's 3rd, then 8. K. B. takes K. B's P (ch.) K's R. takes B. 9. K's Kt takes R K. takes Kt. 10. Q's B. takes P. K's B. takes B. 11. Castles, with a good game.

8. P. to Q. B's 3rd.

This is the move recommended in the "Handbuch."

If 8. $\frac{\text{Q. Kt. to Q. B's 3rd.}}{\text{K. Kt. to K's 2nd.}}$ 9. $\frac{\text{Castles}}{\text{K. B. to K. R's 3rd}}$, and Black has a good game.

8. P. to Q's 3rd.

The "Handbuch" recommends this or 8. $\frac{\text{K. B. to Q's 3rd.}}{}$ The latter, however, does not seem advisable for Black. For suppose—

8. $\frac{\text{K. B to Q's 3rd.}}{}$ 9. $\frac{\text{K. Kt takes K. B's P.}}{\text{K's R. takes Kt.}}$ 10. $\frac{\text{P to K's 5th.}}{\text{Q to K's 2nd.}}$ 11. $\frac{\text{Castles}}{}$ and White has the better game.

9. K. Kt. to Q's 3rd. 9. K. B. to K. R's 3rd.
10. P. to K's 5th.

It is difficult to say what is the best move for White at this point, but 10. $\frac{\text{P. to K's 5th}}{}$ seems on the whole preferable to any other.

10. Q's P. takes P.

If 10. $\frac{\text{Q. to K's 2nd}}{}$ 11. $\frac{\text{K. Kt. takes K. B's P.}}{\text{Q's P. takes P.}}$ 12. $\frac{\text{K. Kt. to Q's 5th.}}{\text{Q. to Q's sq.}}$ 13. $\frac{\text{Castles}}{}$, and White has a good game.

11. Q's P. takes P. 11. Q. to K's 2nd.
12. Castles. 12. Q. takes K. R's P.
13. K. Kt. takes K. B's P. 13. K's B. takes Kt. (best.)
14. K's R. takes B.

Black keeps the Pawn, but the attack is still on the side of his adversary.

GAMES

ILLUSTRATIVE OF THE ALLGAIER GAMBIT.

GAME I.—Between Prince Ouroussoff, and Mr. Bihn, of Moscow.

WHITE. (Prince O.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K. Kt's 5th.	5. P. to K. R's 3rd.*
6. Kt. takes K. B's P.	6. K. takes K's Kt.
7. K. B. to Q. B's 4th (ch.)†	7. P. to Q's 4th.
8. K's B. takes P. (ch.)	8. K. to K. Kt's 2nd.‡
9. P. to Q's 4th.	9. Kt to K. B's 3rd.§
10. Kt. to Q. B's 3rd.	10. K. B to Q. Kt's 5th.
11. Q. B. takes K. B's P.	11. K. Kt. takes K's B.
12. K's P. takes Kt.	12. Q. takes Q's P.
13. Castles.	13. K's B. takes Kt.
14. B. to K's 5th (ch.)	14. K. to K. Kt's sq.
15. Q. to Q's 3rd.	15. K. B. takes Q's P. (ch.)
16. B. takes K's B.	16. Q. to K. R's 4th.
17. Q. to Q. B's 4th (ch.)	17. K. to K. R's 2nd.
18. K. R. to K. B's 7th (ch.)	18. K. to K. Kt's 3rd.
19. K. R. to K. Kt's 7th (ch.)	19. K. to K. B's 4th.
20. Q. R to K. B's sq. (ch.)	20. K. to K's 5th.
21. B. to K. B's 6th (dis. ch.)	21. K. to K's 6th.
22. Q. to Q's 3rd. Mate.	

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* This move is considered the best by all the authors except the celebrated Pouziani.

† The usual move is—

7. Q. takes P.	7. Kt. to K. B's 3rd.
8. Q. takes K. B's P.	8. B. to Q's 3rd.

And the game is in Black's favour. Allgaier himself, who has proclaimed his Gambit invincible, has not given the move 7. B. to Q. B's 4th (ch.); but it has been briefly alluded to by Der Laza, in his "Leitfaden."

‡ K. to his sq. is the best retreat; the "Handbuch" then continues,—

9. $\frac{\text{P. to Q's 4th}}{\text{K. Kt. to K's 2nd}}$, (he may also play with advantage 9. $\frac{\text{——}}{\text{P. to K. B's 6th}}$),

10. $\frac{\text{Q. Kt. to B's 3rd}}{\text{B. to K. Kt's 2nd}}$, and Black has a safe game.

§ Here also 9. $\frac{\text{——}}{\text{P. to K. B's 6th.}}$ 10. $\frac{\text{P takes P.}}{\text{K. B. to K's 2nd}}$, leads to the advantage of Black.

Game II.—Between the same players.

	WHITE. (Prince O.)	BLACK. (Mr. B.)
1.	P. to K's 4th.	P. to K's 4th.
2.	P. to K. B's 4th.	P. takes P.
3.	Kt. to K. B's 3rd.	P. to K. Kt's 4th.
4.	P. to K. R's 4th.	P. to K. Kt's 5th.
5.	Kt. to K. Kt's 5th.	P. to K. R's 3rd.
6.	Kt. takes K. B's P.	K. takes Kt.
7.	B. to Q. B's 4th (ch.)	P. to Q's 4th.
8.	B. takes Q's P. (ch.)	K. to K. Kt's 2nd.
9.	P. to Q's 4th.	P. to K. B's 6th.
10.	K. Kt's P. takes P.	K. Kt. to K. B's 3rd.*
11.	Q. Kt. to Q. B's 3rd.	K. B. to Q. Kt's 5th.
12.	Q. B. to K. B's 4th.	K. Kt's P. takes P.†
13.	Q. takes P.	P. to Q. B's 3rd.
14.	K. R. to K. Kt's sq. (ch.)	K. to K. R's 2nd.
15.	Q. B. to K's 5th.	K. R. to K. B's sq.
16.	Q. to K. Kt's 3rd.	Q. to K's 2nd.
17.	Q. to K. Kt's 6th (ch.)	K. to K. R's sq.
18.	Q. takes P. (ch.)	Q. to K. R's 2nd.
19.	Q's B. takes Kt. (ch.)	K's R. takes B.
20.	K. R. to K. Kt's 8th. Mate.	

Game III.—Between the same players.

	WHITE. (Prince O.)	BLACK. (Mr. B.)
1.	P. to K's 4th.	P. to K's 4th.
2.	P. to K. B's 4th.	P. takes P.
3.	K. Kt. to K. B's 3rd.	P. to K. Kt's 4th.
4.	P. to K. R's 4th.	P. to K. Kt's 5th.
5.	K. Kt. to K. Kt's 5th.	P. to Q's 4th.‡
6.	P. to Q's 4th.§	P. to K. R's 3rd.

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* 10. $\frac{\text{K. B. to K's 2nd}}{}$, seems stronger.

† Why permit, by taking this Pawn, the entry of White's Queen into the game?

‡ Discouraged by his previous defeats at this opening Mr. Bihn in the present instance essays to maintain that system of defence recommended by Ponziani, who disapproves (erroneously in the opinion of Mr. Jaenisch and other authors) of the move 5. $\frac{\text{P. to K. R's 3rd}}{}$.

§ This move, the invention of the Prince Ouroussoff, has not been foreseen by Ponziani, who mentions only 6. $\frac{\text{P. to K's 5th}}{}$, or 6. $\frac{\text{P. takes P.}}{}$, or 6. $\frac{\text{P. to Q's 3rd.}}{}$

7. K. Kt. takes K. B's P.	7. K. takes K's Kt.
8. Q's B. takes P.	8. Q. P. takes K's P.
9. K. B. to Q. B's 4th (ch.)	9. K. to K. Kt's 2nd.
10. Q. B. to K's 5th (ch.)	10. K. Kt. to K. B's 3rd.
11. Castles.	11. K. B. to K's 2nd.
12. Kt. to Q. B's 3rd.	12. Q. Kt. to Q. B's 3rd.
13. K. R. to K. B's 4th.*	13. Q. Kt. takes Q's B.
14. Q. P. takes Q's Kt.	14. Q. takes Q. (ch.)
15. Q's R. takes Q.	15. K. B. to Q. B's 4th (ch.)
16. K. to K. R's 2nd.	16. Kt. to K. R's 4th.
17. K. R. to K. B's 7th (ch)	17. K. to K. Kt's 3rd.
18. Kt. takes K's P.†	18. K. B. to Q. Kt's 3rd.
19. Kt. to Q's 6th.‡	19. P. to K. Kt's 6th (ch.)
20. K. to K. R's sq.	20. Q. B's P. takes Kt.
21. Q. R. takes P. (ch.)	21. Kt. to K. B's 3rd.
22. Q. R. takes Kt. (ch.)	22. K. to K. R's 4th.
23. K. R. to K. Kt's 7th.	23. K. takes K. R's P.

And White gave mate in three moves.

Game IV.—Between Messrs. Matscheko and Falkbeer.

White. (Mr. M.)	Black. (Mr. F.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to Kt's 5th.	5. P. to K. R's 3rd.
6. K. Kt. takes B's P.	6. K. takes K's Kt.
7. K. B. to Q. B's 4th (ch.)	7. P. to Q's 4th.
8. K. B. takes Q's P. (ch.)	8. K. to K. Kt's 2nd.
9. P. to Q's 4th.	9. K. Kt. to K. B's 3rd.
10. Kt. to Q. B's 3rd.	10. P. to Q. B's 3rd.
11. K. B. to Q. Kt's 3rd.	11. K. Kt. to K. R's 4th.
12. Q. to Q's 3rd.	12. K. B. to Q. Kt's 5th.
13. Q. B. to Q's 2nd.	13. K's B. takes Kt.
14. Q. B. takes K's B.	14. K. Kt. to K. Kt's 6th.
15. P. to Q's 5th (dis. ch.)	15. K. to K. R's 2nd.
16. Castles.	16. K. R. to K. B's sq.

White sustains his attack with great ability. From first to last every move tells.

† Strong, but not so strong, I apprehend, as K. R. takes Q. B's P., *threatening not only to win the Bishop, but to give mate, by B. to K. B's 7th* (ch.), in three or four moves.

‡ Ingenious, since whether Black take it or not, he has no escape.

17. K. R. to K's sq.	17. Q takes K. R's P.
18. Q. to Q's 4th.	18. Q. to K. Kt's 4th.
19. K. to Q. Kt's sq.	19. Q. Kt. to Q. R's 3rd.
20. P. to Q's 6th.	20. B. to Q's 2nd.
21. P. to K's 5th.	21. K. Kt to K. B's 4th.
22. Q. to Q's 3rd.	22. Q. to K. Kt's 3rd.
23. P. to K's 6th.	23. Q. Kt. to Q. B's 4th.
24. Q. to K's 2nd.	24. Q. R. to K's sq.
25. P. to K's 7th.	25. K. R. to K. B's 3rd.
26. Q. B takes K's R.	26. Q. takes Q's B.
27. Q. takes P.	27. Q's Kt. takes B.
28. Q R. P. takes Q's Kt.	28. R. to K. Kt's sq.
29. Q. takes R. (ch.)	29. K. takes Q.
30. P. Queens (ch.)	30. B. takes Q.
31. R. takes B. (ch)	31. K. to K. B's 2nd.
32. P. to Q's 7th.	32. Kt to K. Kt's 2nd.
33. R. to Q. B's 8th.	33. Kt. to K's 3rd.
34. R to Q's 6th.	34. Q. to K's 4th.
35. R takes Kt.	35. Q. takes R.
36. P. becomes Kt. (ch.)	

And White wins.

GAME V.—Between Messrs. Heydebrand and Staunton.

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. B. to Q. B's 4th.	6. P. to Q's 4th.*
7. P. takes P.	7. B. to Q's 3rd.
8. P. to Q's 4th.	8. Kt. to K. R's 4th.†
9. Kt. takes Kt's P.	9. Kt. to Kt's 6th.
10. R. to K. Kt's sq.	10. Q. takes K. R's P.
11. Kt. to K. B's 2nd.	11. Q. to K's 2nd (ch.)‡

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* This is a novelty, and followed by Kt. to K. R's 4th, presently, appears to me a better defence than that of Q. to K's 2nd, recommended by the books.

† In this consists the main strength of the new defence to Allgaier's powerful Gambit. After the Knight is played thus, Black's attack seems over, and the advantage of the position to be altogether on the side of his adversary.

‡ The best move apparently; for if he had played his Q. to K. R's 7th, Black might have escaped by moving his King to Q's 2nd.

12. B. to K's 2nd. 12. Castles.
13. Kt. to Q. B's 3rd. 13. R. to K's sq.
14. Kt. to K. R's sq. 14. Kt. takes B.

And Black resigned.

GAME VI.—Between Messrs. Harrwitz and Lowenthal.

BLACK. (Mr. H.)	WHITE. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K Kt's 5th.
5. K. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. K. B. to Q. B's 4th.	6. P. to Q's 4th,*
7. P. takes Q's P.	7. K. B. to Q's 3rd.
8. P. to Q's 4th.	8. Q. to K's 2nd. †
9. Q. B. takes P.‡	9. K. Kt. to K. R's 4th.§
10. Castles.	10. K Kt takes Q's B.
11. K. R. takes K's Kt.	11. P. to K. B's 3rd.
12. P. to K Kt's 3rd.	12. P. takes K's Kt.
13. P. takes K's P.	13. K. B takes K's P.
14. K. R. to K's 4th.	14. Q. B. to K B's 4th.
15. K. R. to K's 2nd.	15. Kt. to Q's 2nd.
16. Kt. to Q's 2nd.	16. Castles on Q's side.
17. K. to K. Kt's 2nd.	17. Q to K. Kt's 2nd.‖
18. P. to Q. B's 3rd.	18. Kt. to Q. Kt's 3rd.
19. P. to Q. R's 4th.	19. Kt takes Q's P.
20. Q. to K's sq.**	20. K. B. to K. B's 3rd.
21. Q. to K. B's 2nd.	21. Q B. to K. Kt's 3rd.
22. Q. takes Q. R's P.	22. P. to Q. B's 3rd.

This variation first occurred in a skirmish between the author and Mr. Heydebrand. See the preceding game.

† In the little game above, White plays Kt to K. R's 4th, which I prefer to Q. to K's 2nd, although the latter is a very good move.

‡ Very badly played.

§ White, it will be seen, now wins a piece by force.

‖ Has he at this point a better line of play?

¶ It was here, rather than in the preceding move, that White erred. Instead of moving this Knight, which cost him the Q R's P., and laid him open to an annoying attack, he should have brought his King's Rook into action.

** Ingeniously conceived. Black now compels his adversary to defend or remove this Bishop, and then by playing his Q. to K. B's 2nd, he attacks the other Bishop and the Q. R's P. at the same time.

23. P. to Q. R's 5th.	23. Q. to Q. B's 2nd.*
24. Q. R. to K. B's sq.	24. K. R. to K. B's sq.
25. B. takes Kt.	25. Q. B's P. takes B.†
26. K. R. to K's 6th.	26. K. B. to K's 2nd.‡
27. P. to Q. R's 6th.	27. K. to Q's 2nd.§
28. Q. to Q. Kt's 6th.	28. K. B. to Q. B's 4th.
29. Q. takes Q. (ch.)	29. K. takes Q.
30. P. to Q. Kt's 4th.	30. K. R. takes Q's R.
31. K. takes K's R.	31. R. to K. B's sq. (ch.)
32. K. to his 2nd.	32. K. B. to Q's 3rd.
33. Q. R. P. takes Q. Kt's P.	33. K. B. takes K. Kt's P.
34. Kt. to Q. Kt's 3rd.	34. R. to K's sq.‖
35. R. takes R.	35. Q's B. takes R.
36. Kt to Q. B's 5th.	36. K. B. takes K. R's P.
37. K. to his 3rd.	37. K. B. to K. B's 3rd.

And wins.

GAME VII.—Between Mr. Jaenisch and Prince Demetrius Ouroussoff.

WHITE. (M. J.)	BLACK. (Prince D. O.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B to Q. B's 4th.	6. K. R. to K. R's 2nd.
7. P. to Q's 4th.	7. Q. to K. B's 3rd.
8. Q. Kt. to Q. B's 3rd.	8. K. Kt. to K's 2nd.¶

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* At this moment the game is extremely critical for White, so much so indeed, that in spite of his having a piece more than the enemy, any other move than the present would probably have given Black the victory.

† If White had taken the Bishop with the Q's R., he would have lost at least the exchange.

‡ This will be found, I believe, to be the only valid move.

§ Here again White plays the best possible move. To appreciate the difficulties of the position, the reader should try the effect of other moves, which will probably strike him as equal or even superior to the one made.

‖ He might also have won by now giving check with his Rook at K. B's 7th.

¶ In the opinion of the Russian amateurs, Black's four last moves are the best he could adopt, and much preferable to any other system of defence at present published.

9. Q. Kt. to K's 2nd.*	9. P. to Q's 3rd.†
10. K. B. takes K. B's P. (ch.)	10. K. R. takes B.
11. K. Kt. takes K's R.	11. Q. takes K's Kt.
12. B. takes P.	12. Q Kt. to Q. B's 3rd.
13. Castles,	13. Q. to K. R's 2nd.‡
14. B. to K. Kt's 5th.	14. Q. B. to Q's 2nd.
15. Q. to Q's 2nd.	15. Castles
16. K. R. to K. B's 4th.	16. R. to K's sq.
17. Q. R. to K. B's sq.	17. K. B. to K. Kt's 2nd.
18. P. to Q. B's 3rd.	18. K. Kt. to K. Kt's 3rd.
19. K. R. to K. B's 7th.	19. Q. B. to K's 3rd.
20. K. R. to K. B's 2nd.	20. Q. B. to Q. B's 6th.
21. P. to Q. Kt's 3rd.	21. Q. B. to Q. R's 3rd.
22. Q. to K's 3rd.	22. Q. to K. R's sq.
23. Q. R. to K's sq.§	23. Q's B. takes Kt.

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* If, instead of this, White should Castle, the game would be continued as follows:

9. Castles.	9. B. to K. R's 3rd.
10. Q. Kt. to K's 2nd.	10. P. to K. B's 6th.
11. P. takes P.	11. P. to Q's 4th.

Should White now play,—

12. K's P. takes P., or K. B. P. takes Kt's P.

Then Black must reply with—

12. Q. takes K. R's P.

And Black's counter attack becomes irresistible. The same variation is produced if at the 8th move, White, instead of playing out his Q's Kt. should Castle; for example:—

8. *Castles.*	8. *B. to K. R's 3rd. (best.)*
9. Kt. to Q. B's 3rd.	9. Kt. to K's 2nd.
10. Q. Kt. to K's 2nd.	10. P. to K. B's 6th, &c.

† This is the correct move in the opinion of the players in the present game. B. to K. R's 3rd, which looks more natural, is not commendable, because of—

10. P. to Q. B's 3rd (best)	10. P. to Q's 3rd.
11. Kt. to Q's 3rd.	11. K. Kt. to K. Kt's 3rd.
12. Q. to Q. Kt's 3rd.	

And White has a good game. The future practice of this Gambit will decide this question. We may observe, meanwhile, that Black's 9th move, P. to Q's 3rd, compels White to sacrifice two minor pieces for a Rook and *one* Pawn; since if he retreated the Kt. to Q's 3rd, he would infallibly lose, on account of Black's rejoining with 10. P. to K. B's 6th, which would cost the Q's P.

‡ The best place for the Queen, as she defends the K. R's P., and attacks the enemy's K's P., which she must not, however, capture without consideration.

§ R. to Q's sq. would have been better, as it would have prevented the manœuvre projected by Black, of giving two minor pieces for a

24. Q. takes Q's B.	24. Q. Kt. takes Q's P.
25. P. takes Q's Kt.	25. B. takes Q's P.
26. B. to K's 3rd.*	26. R. takes K's P.
27. Q. to Q's 3rd.	27. Q. to K's 4th.
28. K. R. to K's 2nd.	28. Kt. to K. B's 5th.
29. B. takes B.	29. Kt. takes K's R. (ch.)
30. R. takes Kt.	30. Q. takes B. (ch.)
31. Q. takes Q.	31. R. takes Q.
32. R. to K's 8th (ch.)	32. K. to Q's 2nd.
33. R. to K. R's 8th.	33. P. to K. Kt's 6th.
34. K. to K. B's sq.	34. R. takes K. R's P.
35. K. to K's 2nd.	35. R. to K. B's 5th.
36. R. takes K. R's P.	36. R. to K. B's 7th (ch.)
37. K. to K's 3rd.	37. R. takes K. Kt's P.
38. K. to K. B's 3rd.	38. R. takes Q. R's P.
39. K. takes K. Kt's P.	39. R. to Q. R's 6th.
40. R. to Q. Kt's 5th.	40. K. to Q. B's 3rd.
41. R. to Q. Kt's 4th.	41. P. to Q. R's 4th.
42. R. to Q. B's 4th (ch.)	42. K. to Q's 2nd.

And White surrendered.

GAME VIII.—Between Mr. Heydebrand and an Amateur.

WHITE. (Mr. H.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. Kt. to K. R's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. to Q's 3rd.	8. P. to K. B's 6th.
9. P. to K. Kt's 3rd.†	9. P. to Q's 4th.‡

Rook and two Pawns. In the case of R. to Q's sq. the advantage would still have been with Black, on account of his greater strength in pieces; but White might have retarded his advance for some time by his powerful centre Pawns.

* This fatal attempt to avoid the loss of the exchange was evidently founded on a miscalculation. It would have been far better to move the King.

† This was a favourite move of Kieseritzky in the present opening, but the first player now usually takes the Pawn, when the game proceeds—

9. P. takes P.	9. B. to K's 2nd.
10. B. to K's 3rd, or K. B's 4th.	10. B. takes P. (ch.)
11. K. to Q's 2nd, &c.	

‡ The "Schachzeitung" and the last edition of the German "Handbuch" both express doubts as to the validity of this defence.

10. K. P. takes Q's P.	10. K. Kt. to K. B's 4th.
11. K. to K. B's 2nd.	11. K. Kt. takes Q's P.*
12. Q. B. to K. Kt's 5th.	12. P. to K. B's 3rd.
13. K. R. to K's sq. (ch.)	13. K. Kt. to K's 7th.
14. Q. B. to K. B's 4th.	14. K. B. to K's 2nd.
15. Q. Kt. to Q. B's 3rd.	15. K Kt, takes Q's B.
16. K. Kt. takes K's Kt.	16. K. R. to K. R's 2nd.
17. Q. Kt. to K's 4th.	17. K. to K. B's sq.
18. P. to Q's 6th.†	18. K. B. takes Q's P.
19. Q. to her 5th.	19. K. R. to K. Kt's 2nd.
20. K. Kt. to K. Kt's 6th (ch)	20. K. to his sq.
21. Q. Kt. takes K. B's P.	

Double check and mate.

GAME IX.—Between Messrs. Heydebrand and Staunton.

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to Q's 3rd.
6. K. Kt. takes K. Kt's P.	6. K. B. to K's 2nd.
7. P to Q's 4th.	7. K. B. takes K. R's P. (ch.)
8. K. Kt. to K. B's 2nd.	8. Q. to K. Kt's 4th.
9. Q. to K. B's 3rd.	9. K. B. to K. Kt's 6th.
10. Q. Kt. to Q. B's 3rd.	10. K. Kt. to K. B's 3rd.
11. Q. Kt. to K's 2nd.‡	11. Q. B. to K. Kt's 5th.
12. Q's B. takes P	12. Q's B. takes Q.
13. Q's B. takes Q.	13. K. B. takes K's Kt. (ch.)
14. K. takes K's B.	14. K. Kt. takes K's P. (ch.)
15. K. to K's 3rd.§	15. K. Kt. takes Q's B.
16. P. takes B.	16. Q. Kt. to Q's 2nd.
17. P. to K. B's 4th.	17. K. Kt. to K's 3rd.
18. P. to Q's 5th.	18. K. Kt. to K. Kt's 2nd.‖
19. Kt. to Q's 4th.	19. Castles on Q's side.
20. K. R. to K. R's 6th.	20. K. to Q. Kt's sq.

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* Better to have played 11. $\frac{\text{K. B. to K's 2nd.}}{}$

† Well played. The attack is now irresistible.

‡ The "Handbook" gives—11. B. to Q's 2nd, which seems the best move.

§ Unexpected, and a better move than taking the Bishop with the King.

‖ White has a Pawn more than his adversary; but to preserve it, he is driven to an abject and tedious defence.

21. B. to Q's 3rd.	21. K. Kt. to K's sq.
22. K. to K. B's 3rd.*	22. K. Kt. to K. B's 3rd.
23. P. to Q. B's 4th.	23. Q. R. to K. Kt's sq.
24. Q. R. to K. R's sq.†	24. Q. R. to K. Kt's 2nd.
25. B. to K. B's 5th.	25. K. R. to K. Kt's sq.
26. Kt. to K's 2nd.	26. K. R. to K. R's sq.
27. Kt. to Q's 4th.	27. K. R. to K. Kt's sq.
28. Kt. to K's 2nd.	

And, by mutual consent, the game was given up as a *remise*.

GAME X.—Between Mr. Heydebrand and an eminent German player.

WHITE. (Mr. H.)	BLACK. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. K. Kt. to K. B's 3rd.‡
6. K. B. to Q. B's 4th.	6. Q. to K's 2nd.§

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* Taking the K. R's Pawn would have been highly imprudent.

† Mr. H. thought afterwards he should have played Q. R. to K's sq.

Notes by Mr. Heydebrand.

‡ This move, now much in vogue, was analysed by Philidor as far back as 1777.

§ The following variations, at this point, may be worth consideration :—

7. B. takes P.	6. P. to Q's 4th.
8. P. takes Kt.	7. Kt. takes B.
9. Kt. takes K. Kt.'s P.	8. B. to K's 2nd.
10. Kt. to K. B's 2nd.	9. R. to K. Kt.'s sq.
11. Q. to K. B's 3rd.	10. Q. takes P.
12. P. takes Q.	11. Q. takes Q.
13. P. to Q. B's 3rd.	12. Kt. to Q. B's 3rd.

(He may also play—

13. Kt. to Q. B's 3rd.	13. Kt. to Q's 5th.
14. Kt. to Q's 5th.	14. Kt. takes Q. B's P. (ch.)
15. K. to Q's sq.	15. Q. B. to K. B's 4th.

And the Game seems in Black's favour).

	13. Kt. to K's 4th.
14. P. to Q's 4th.	14. Kt. takes K. B's P. (ch.)
15. K. to K's 2nd.	15. Kt. takes K. R's P.
16. B. takes P.	16. B. to K. Kt.'s 5th. (ch.)
17. Kt. takes B.	17. R. takes Kt.

And Black appears to have the better game.

7. K. B. takes K. B's P. (ch.)	7. K. to Q's sq.
8. P. to Q's 4th.	8. P. to Q's 3rd.
9. K. B. to Q. Kt's 3rd.	9. Q. P. takes K's Kt.
10. Q's P. takes P. (dis. ch.)	10. Q. B. to Q's 2nd.
11. K. P. takes K's Kt.	11. Q. takes K's P. (ch.)
12. K. to K. B's sq.	12. K. B. to Q's 3rd.
13. Q. Kt. to Q. B's 3rd.	13. Q. to K. B's 4th.
14. P. to K. B's 7th.	14. P. to K. B's 6th.
15. Kt's P. takes P.	15. K. Kt's P. takes P.
16. Q. B. to K. Kt's 5th (ch.)	16. K. to Q. B's sq.
17. K. B. to Q's 5th.	17. P. to K. R's 3rd.
18. Q B. to K's 3rd.	18. Q. B. to Q. B's 3rd.
19. Q. to her 3rd.	19. Q. to K. Kt's 5th.
20. K. R. to K. Kt's sq.	20. Q. to K. R's 6th (ch.)
21. K. to K. B's 2nd.	21. Q. takes K. R's P. (ch.)
22. K. takes P.	22. Q. to K. R's 4th (ch.)
23. K. to K. B's 2nd.	23. K. R. to K. B's sq.
24. K. B. to K's 6th (ch.)	24. Kt. to Q's 2nd.
25. Q. R. to K. B's sq.	25. K. to Q's sq.
26. K. R. to K. Kt's 8th.	26. K. to K's 2nd.
27. Kt. to Q's 5th (ch.)	27. K. takes K's B.
28. K. R. to K. Kt's 6th (ch.)	28. K. takes P.
29. K. to his sq. (dis. ch.)	29. K. to his sq.
30. Kt. takes Q. B's P. (ch)	30. K. to Q's sq.
31. Kt. to K's 6th (ch.)*	31. K to Q. B's sq.
32. Q. R. takes K's R. (ch.)	32. K. B. takes Q's R.
33. R to K. Kt's 8th.	33. Q. to K. R's 5th (ch.)
34. K. to Q's 2nd.	34. Q. to Q. Kt's 5th (ch.)
35. K. to K's 2nd.	35. Q. B. to Q. Kt's 4th.

And White abandoned the game.

GAME XI.—Mr. Staunton against two of the best players in the St. George's Club, consulting together.

WHITE. (The Allies.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. Kt. to K. R's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. to Q's 3rd.	8 P. to K. B's 4th.

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* By now taking the Bishop with his Queen, White might have drawn the game in all probability.

9.	K's Kt. takes P.	9.	P. to Q. B's 3rd.*
10.	K. Kt. takes K. R's P.	10.	K. B. P. takes K's P.
11.	Q. B. to K. Kt's 5th.	11.	K. B. to K's 2nd.
12.	Castles.	12.	K. B. takes Q's B.
13.	K. R. P. takes K's B.	13.	Q. takes P.
14.	K. Kt to K. B's 6th (ch.)	14.	K. to Q's sq.
15.	Q. to K's sq.	15.	P. to Q's 4th.
16.	Q. Kt. to Q. B's 3rd.†	16.	K. Kt. to K. B's 4th.
17.	Q. Kt. takes Q's P.	17.	P. to K. Kt's 6th.
18.	K. R. takes K's Kt.	18.	B. takes K's R.
19.	Q. to Q. Kt's 4th.	19.	Q. B. P. takes Q's Kt.
20.	Kt. takes Q's P.	20.	Kt. to Q's 2nd.
21.	Q. takes Q Kt's P.	21.	Q. R. to Q. B's sq.
22.	Q. takes Q. R's P.	22.	Q. to Q's 7th.

And Black wins.

GAME XII.—Between Messrs. Heydebrand and De Rives.

	WHITE. (Mr. De R.)		BLACK. (Mr. H.)
1.	P. to K's 4th.	1	P. to K's 4th.
2.	P. to K. B's 4th.	2.	P. takes P.
3.	K. Kt. to K. B's 3rd.	3.	P. to K. Kt's 4th.
4.	P. to K. R's 4th.	4.	P. to K. Kt's 5th.
5.	K. Kt. to K's 5th.	5.	K. Kt. to K. B's 3rd.
6.	K. Kt. takes K. Kt's P.	6.	K. Kt. takes K's P.
7.	P. to Q's 3rd.‡	7.	K. Kt. to K. Kt's 6th.
8.	Q's B. takes P.	8.	Q. to K's 2nd (ch.)§
9.	K. B. to K's 2nd.	9.	K. Kt. takes K's R.
10.	Q. B. to K. Kt's 5th.	10.	Q. to Q. Kt's 5th (ch.)
11.	P. to Q. B's 3rd.	11.	Q. takes Q. Kt's P.
12.	K. Kt. to K. B's 6th (ch.)	12.	K. to K's 2nd.
13.	Q. Kt. to Q's 2nd.‖	13.	K. B. to K. Kt's 2nd.

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* This is a very irregular Gambit, but not the less amusing on that account.

† They have nothing better. If they retreat the Bishop, Black plays 16. P. to K Kt's 6th, and the game is not to be retrieved.

‡ This interesting deviation from the usual line of play, first presented itself to Mr. De Rives and the Editor while examining the leading moves of the Allgaier Gambit together in the year 1853.

§ 8. K. Kt. takes K's R. is the best move at this point.

‖ In a note to this move, M. De Rives remarks that he might have drawn the game by playing 13. K. Kt. to K's 4th (dis. ch.). I am much mistaken, however, if he might not have easily won at this point, for

14. K. Kt. to Q's 5th (double ch.)	14. K. to K. B's sq.
15. Q. B. to K's 7th (ch.)	15. K. to K's sq.
16. Q. B. to Q. Kt's 4th.	16. Q. Kt. to Q. B's 3rd.
17. Q. Kt. to Q. B's 4th.	17. Q. Kt takes Q's B.
18. K. Kt. takes Q. B's P. (ch.)	18. K. to Q's sq.
19. Q's Kt. takes Q.	19. K. B. takes Q. B's P. (ch.)
20. K. to K. B's sq.	20. K. B. takes Q's Kt.
21. Kt. takes Q's R.	21. K. B. to Q's 5th.
22. Q. to Q. B's sq.	22. K. B. to K's 4th.
23. Q. to K. Kt's 5th (ch.)	23. P. to K. B's 3rd.
24. Q. to K. Kt's 7th.	24. R. to K's sq.
25. R. to Q. B's sq.	25. Q. Kt. to Q. B's 3rd.
26. B. to K. B's 3rd.	26. K. Kt. to K. Kt's 6th (ch.)

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suppose he had played 13. Q. to Q. R's 4th. Then 13 K. Kt. to K Kt's 6th
I cannot discover any better move for Black than this.

14. K. Kt. takes Q's P (dis. ch) / K to K's 3rd, or (A.) (B.) (C) 15. K. Kt. takes K's B. (ch.) / K. R. takes K's Kt.

16. Q to Q. B's 4th (ch) / K to K. B's 4th. 17. Q to K B's 4th (ch) / K. to K's 3rd. 18. Q to K. B's 6th (ch)
and wins the Queen, or gives mate in three moves.

(A.)

14. K. Kt. takes Q's P. (dis ch) / K. to Q's 3rd. 15. Q. to Q's 4th (ch.) 16. K. Kt to K's 6th (ch.)
winning the Queen the next move.

(B.)

14. K. Kt. takes Q's P (dis. ch) / P. to K B's 3rd. 15. Q B. takes K. B's P. (ch.) / K. to K's 3rd.

16. K B. to K. Kt's 4th (ch) / K. to K. B's 2nd. 17. Q to Q B's 4th (ch.) / K. to K. Kt's 3rd. 18. P. to K. R's 6th (ch.) / K. Kt. takes P. (best.)
and White mates in five moves.

(C.)

14. K. Kt. takes Q's P. (dis ch) / K. to K's sq. 15. K Kt. to K. B's 6th (double ch.) / K. to K's 2nd.

16. Q. to K's 8th (ch) / K. to Q's 3rd. 17. Q. B. to K. B's 4th (ch) / K. to Q. B's 4th. 18. P to Q's 4th (ch.) / K. to Q. Kt's 3rd.

19. Q. B. takes Q. B's P. (ch.) / K. takes Q's B. The only way to win by force.

20. K. Kt. to Q's 5th (ch.) / K. to Q's 3rd. 21. Q to K's 5th (ch) / K. to Q. B's 3rd.

22. Q. to Q. B's 7th (ch.) / K. takes K's Kt. 23. K. B. to Q. B's 4th (ch) / K. to K's 5th. 24. Q. to K's 5th. Mate.

27. K. to K. B's 2nd.	27. Q. Kt. to Q's 5th.
28. R. to Q. B's 5th.	28. Q. Kt. to K's 3rd.
29. R. takes Q's B. (ch.)	29. K. takes R.
30. Q. takes K. R's P.*	30. R. to Q's sq.
31. Q. to K's 7th.	31. K. Kt. to K. B's 4th.
32. Q. to Q. Kt's 4th.	32. K. Kt. to Q's 3rd.
33. P. to Q. R's 4th.	33. K. to Q. Kt's sq.
34. Kt. to Q. Kt's 6th.	34. Q. R's P. takes Kt.

And in a few moves White resigned.

GAME XIII.—Between Messrs. Heydebrand and Mayet.

WHITE. (Mr. H.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. Kt. to K. R's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. to Q's 3rd.	8. P. to K. B's 6th.
9. K. Kt's P. takes P.	9. K. B. to K's 2nd.
10. Q. B. to K. B's 4th.	10. K. B. takes R. R's P. (ch.)
11. K. to Q's 2nd.	11. P. to K. Kt's 6th.
12. Q. to K. Kt's sq.	12. Q. to K. B's 3rd.
13. Q. Kt. to Q. B's 3rd.	13. Q. Kt. to Q. B's 3rd.
14. Q. Kt. to K's 2nd.	14. Q. B. to K's 3rd.
15. P. to Q's 5th.	15. Q. Kt. to Q. R's 4th.
16. K. B. to Q. Kt's 3rd.	16. Q. B. to Q's 2nd.
17. Q. B. takes K. Kt's P.	17. K. B. takes Q's B.
18. Q. takes K's B.	18. K. R. to K. Kt's sq.
19. Q. to K. B's 2nd.	19. Q. to K. Kt's 4th (ch.)
20. Q. Kt. to K. B's 4th.†	20. P. to K. B's 4th.
21. K. R. takes K. R's P.	21. Q. to K. B's 3rd.
22. P. to K's 5th.	22. Q. P. takes K's P.
23. K. Kt. takes K's P.	23. P. to Q. Kt's 3rd.
24. Q. R. to K. R's sq.	24. K. Kt. to K. B's 2nd.
25. K. Kt. takes K's Kt.	25. Q. takes K's Kt.
26. Q. to K. R's 4th.	26. Q. to K. Kt's 2nd.
27. K. R. to K. R's 7th.	27. Kt. takes B. (ch.)
28. Q. R's P. takes Kt.	28. Q. to Q's 5th (ch.)
29. Kt. to Q's 3rd.	29. K. R. to K. Kt's 7th (ch.)

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* Better perhaps to have played 30. B. takes Q. Kt's P. (ch.)

† After this move White must win a Pawn, and by means of it the game.

30. K. to Q's sq.	30. Q. takes Q.
31. Q's R. takes Q.	31. Castles.
32. K. R. to K's 7th.	32. K. R. to K. Kt's sq.
33. Q. R. to K. R's 7th.	33. K. R. to K's sq.
34. Kt. to K's 5th.	34. K. R. takes K's R.
35. R. takes K's R.	35. R. to K's sq.
36. R. takes R. (ch.)	36. B. takes R.
37. Kt. to Q. B's 6th.	37. B. takes Kt.
38. Q's P. takes B.	38. K. to Q's sq.
39. P. to Q. Kt's 4th.	39. P. to Q. Kt's 4th.
40. K. to Q's 2nd.	40. K. to K's 2nd.
41. K. to K's 3rd.	41. K. to K's 3rd.
42. K. to K. B's 4th.	42. K. to K. B's 3rd.
43. P. to Q. Kt's 3rd.	43. K. to K's 3rd.
44. K. to K. Kt's 5th.	44. K. to K's 5th.
45. P. to K. B's 4th. (ch.)	45. K. to K's 5th.
46. P. to Q. B's 3rd.	46. K. to Q's 6th.
47. K. takes K. B's P.	47. K. takes Q. B's P.
48. K. to K's 6th.	48. K. takes P., at Q. Kt's 5th.
49. P. to K. B's 5th.	49. K. takes Q. Kt's P.
50. P. to K. B's 6th.	50. P. to Q. R's 4th.
51. P. to K. B's 7th.	51. P. to Q. R's 5th.
52. P. to K. B's 8th (becoming a Queen.)	52. P. to Q. R's 6th.
53. Q. to K. B's sq.	53. P. to Q. R's 7th
54. Q. takes Q. Kt's P. (ch.)	

And White wins.

GAME XIV.—Between Messrs. Kieseritzky and Andersen.

WHITE. (Mr. A.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. K's P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. R. to K. R's 2nd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. takes K. B's P.	8. K's R. takes Kt.
9. K's B. takes R. (ch.)	9. K. takes B.
10. Q's B. takes P.	10. K. B. to K. R's 3rd.
11. Castles.	11. K's B. takes B.
12. K's R. takes B. (ch.)	12. K. to K. Kt's 2nd.
13. Kt. to Q. B's 3rd.	13. Q. takes K. R's P.
14. Kt. to Q's 5th.	14. Q. Kt. to Q. R's 3rd.
15. Q. to Q's 3rd.	15. P. to Q. B's 3rd.

16. Q. R. to K B's sq.	16. B. to K's 3rd.*
17. Kt. to K's 3rd.	17. Kt. to Q. Kt's 5th.†
18. Q. to Q R's 3rd.	18. P. to Q. B's 4th.
19. Q's P. takes P.‡	19. Q. Kt. takes Q. R's P.
20. K. R. to K B's 7th (ch.)§	20. K. to K. R's sq.‖
21. P. to Q. Kt's 4th.	21. Q. to K. Kt's 4th.¶
22. P. takes P.**	22. B. takes K's R.
23. R. takes B.	23. K. Kt. to K. B's 3rd.
24. P. to Q's 7th.	24. K. Kt. takes K's P.
25. Q. to Q's 3rd.	25. Q. Kt. to Q. B's 6th.
26. R to K. B's 5th.	26. Q. to Q's sq.
27. Q. to Q's 4th (ch.)	27. K. to K. Kt's sq.
28. Q. to Q. B's 4th (ch.)	28. K. to K. R's sq.
29. R. takes K R's P. (ch.)††	29. K. to K. Kt's 2nd.
30. Kt. to K. B's 5th (ch.)	30. K. to K. B's 3rd.‡‡
31. Kt. to K. Kt's 3rd.	31. Q. to Q. Kt's 3rd (ch.)
32. K. to K. R's 2nd.	32. K. to K. Kt's 3rd.

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* If he had ventured to take the Kt., White would have obtained an attack all but irresistible by first checking with the Rook and afterwards taking Pawn with K's P.

† Mr. Kieseritzky justly blames this move. K. Kt. to K. R's 3rd would, perhaps, have been more to the purpose.

‡ P. to Q's 5th looks at least as good as taking the Pawn.

§ Why not 20. Q takes Kt.? Black loses his own Queen if the Bishop takes Queen.

‖ 20. B. takes R obviously loses the Queen.

¶ To interpose her majesty if White's Queen gave check.

** Suppose instead of this move White had played 22. Q. R. to K. B's 5th Black's best reply is,—22. B. takes R. 23. Q. to Q. Kt's 2nd (ch.) K. Kt. to K. B's 3rd. 24. Kt takes B. White must now win another piece, and will afterwards have equal forces, and decidedly the better position.

†† Why not rest content with a drawn game?

‡‡ If 30. K. to K. Kt's 3rd. White might have given up both pieces, and have won cleverly enough as follows: — 30. K. to K Kt's 3rd. 31. Q. to K's 6th (ch.) K. Kt. to K. B's 3rd (best.) 32. Kt to K R's 4th (ch.) K. takes R. 33. Q to K. B's 5th (ch.) K. takes Kt. 34. P. to K Kt's 3rd (ch.) K. to K. R's 6th (best.) 35. Q to K. B's sq. (ch.) K. takes P. 36. Q. to K. B's 2nd (ch.) K. to K. R's 6th. 37. Q. to K. R's 2nd. Mate.

33. R. to K's 5th.	33. R. to K. R's sq. (ch.)
34. Kt. to K. R's 5th.	34. R. takes Kt. (ch.)
35. R. takes R.	35. Q. to Q's 3rd (ch.)

And White surrendered.

Game XV.—Between Messrs. Kieseritzky and Szen.

WHITE. (Mr. K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. K. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. R. to K's 2nd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. K. Kt. to Q's 3rd.	8. P. to K. B's 6th.
9. P. to K. Kt's 3rd.	9. Q. B. to K's 3rd.*
10. Q. B. to K. Kt's 5th.	10. K. B. to K's 2nd.
11. K. B. takes Q's B.	11. P. takes B.
12. K. Kt. to K. B's 4th.	12. K. to Q's 2nd.
13. P. to Q's 5th.	13. P. to K's 4th.
14. K. Kt. to K's 6th.	14. Q. to R's sq.
15. Q. to Q's 3rd.	15. P. to Q. R's 3rd.
16. Q. Kt. to Q. B's 3rd.	16. K. to Q. B's sq.
17. Q. to Q. B's 4th.	17. B. takes B.
18. P. takes B.	18. P. to Q. Kt's 4th.
19. Q. to Q. Kt's 4th.	19. P. to Q. B's 4th.†
20. Q. to Q. R's 5th.‡.	20. Q. R. to Q. R's 2nd.
21. Q. to Q. Kt's 6th.§	21. K. R. to Q's 2nd.
22. Q. Kt. to Q's sq.	22. Q. R. to Q. Kt's 2nd.
23. Q. to Q. R's 5th.	23. K. R. to K's 2nd.
24. Q. Kt. to K's 3rd.	24. K. R takes K's Kt.
25. P. takes R.	25. Q. takes P.
26. Kt. to Q's 5th.	26. K. Kt. to K's 2nd.
27. K. R. takes K. R's P.	27. Kt. takes Kt.
28. K. R. to K. R's 8th (ch.)	28. K. to Q's 2nd.
29. P. takes Kt.	29. Q. takes P.

---

* The "Handbuch" gives here for Black 9. K. B. to K. R's 3rd.

† This bold advance of the infantry serves as a momentary check to White's attack, but in the end it leaves the Black King too much exposed for safety.

‡ Better than taking the Pawn in passing, because it retards the freedom of the adverse pieces.

§ 21. P to K. Kt's 6th seems also an embarrassing move.

30. Q. to Q's 8th (ch.)	30. K. to Q. B's 3rd.
31. Q. to Q. B's 8th (ch.)	31. K. to Q. Kt's 3rd.
32. Q. takes K. Kt's P.	32. R. to K. B's 2nd.*
33. K R. takes Kt. (ch.)	33. K. to Q. R's 2nd.
34. K. R. to K. R's 8th.	34. P. to K's 5th.
35. P. to K. Kt's 6th.	35. P. to K's 6th.†
36. K. R. to K. R's 2nd.	36. R. to K's 2nd.
37. Q. R. to Q's sq.	37. P. to K. B's 7th (ch.)
38. K. to K. B's sq.	38. Q. to K's 4th.
39. K. to K's 2nd.	39. Q. takes Q. Kt's P.
40. Q. to K. B's 5th.	40. Q. to Q. Kt's 5th.
41. K. R. to K. R's 4th.	41. Q. to Q. B's 6th.
42. Q. to Q's 3rd.	42. Q. to Q. Kt's 7th.
43. K. R. to K. R's 7th.	43. R. takes R.
44. P. takes R.	

And White wins.

GAME XVI.—Between Messrs. Morphy and Anderssen.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. K. Kt. to B's 3rd.
6. Kt. takes K. Kt's P.	6. Kt. takes K's P.
7. P. to Q's 3rd.	7. Kt. to K. Kt's 6th.
8 Q's B. takes P.	8. Kt. takes R.
9. Q. to K's 2nd (ch.)	9. Q. to K's 2nd.
10. Kt. to K. B's 6th (ch.)	10. K. to Q's sq.
11. Q. B. takes Q. B's P. (ch.)	11. K. takes B.
12. Kt. to Q's 5th (ch.)	12. K. to Q's sq.
13. Kt. takes Q.	13. B. takes Kt.
14. Q. to K. Kt's 4th.‡	14. P. to Q's 3rd.
15. Q. to K. B's 4th.	15. R. to K. Kt's sq.
16. Q. takes K. B's P.	16. B. takes P. (ch.)
17. K. to Q's 2nd.	17. R. to K's sq.

---

* An ingenious attempt to open a counter-attack, which, without great care on the part of White, would have wrested the game from him in spite of his superiority of force.

† Mr. S. plays this disheartening end game admirably.

‡ Up to this point the moves are those given in the "Books." The "Handbuch" dismisses the game with the remark that Black has the best of it, as White cannot win the Kt. at K. R's sq.

18. Kt. to Q. R's 3rd.	18. Kt. to Q. R's 3rd.*
19. Q. to K. R's 5th.	19. B. to K. B's 3rd.
20. Q. takes Kt.	20. B. takes Q. Kt's P.
21. Q. to K R's 4th (ch.)	21. K. to Q's 2nd.
22. R. to Q. Kt's sq.	

And Black surrenders.

GAME XVII.—Between the same players.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P to K. Kt's 5th.
5. Kt. to K's 5th.	5 Kt. to K. B's 3rd.
6. Kt. takes K. Kt's P.	6. P. to Q's 4th.
7. Kt. takes Kt. (ch)	7. Q. takes Kt.
8. Kt to Q. B's 3rd.	8. Q. to K. Kt's 3rd.
9. Q. to K. B's 3rd.	9. B. to Q's 3rd.
10. B. to Q's 3rd.†	10. B to K. Kt's 5th.
11. Q. to K. B's 2nd.	11. Kt. to Q's 2nd
12 P. takes P.	12. P. to K. B's 4th.
13. B. to Q. Kt's 5th.	13. P. to Q. R's 3rd.
14. B. takes Kt. (ch.)	14. K. takes B.
15. P. to Q's 3rd.	15. Q. R. to K's sq. (ch.)
16. K. to K. B's sq.	16. K. R. to K. Kt's sq.‡
17. K. R. to R's 2nd.	17. P. to K. B's 6th.
18. P. to K. Kt's 3rd.	18. B. to K. R's 4th.
19. B. to K. Kt's 5th.§	19. P. to K. R's 3rd.
20. Q. to Q. R's 7th.	20. P. takes B.
21. Kt. to Q. R's 4th.	21. P. takes P.
22. Q. takes Q. Kt's P.	22. P. takes P.

And Black wins.

---

* This move loses the game.

† *Could he have played a more obliging move? looking up his own* game and enabling his opponent to develope his without the slightest difficulty.

‡ White's game is now hopeless.

§ B. to K. B's 4th would perhaps have been better. It could not be worse.

GAME XVIII.—Between the same players.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. Kt. takes K. Kt's P.	6. P. to Q's 4th.
7. Kt. takes Kt. (ch.)	7. Q. takes Kt.
8. Q. to K's 2nd.	8. B. to Q's 3rd.
9. Kt. to Q. B's 3rd.	9. P. to Q. B's 3rd.
10. P. to Q's 4th.*	10. Q. takes Q's P.
11. B. to Q's 2nd.	11. R. to K. Kt's sq.
12. P. takes P. (dis. ch.)	12. K. to Q's sq.
13. Castles.†	13. Q. B. to K. Kt's 5th.
14. Q. to K's 4th.	14. Q. takes Q.
15. Kt. takes Q.	15. B. takes R.
16. Kt. takes K's B.	16. B. to K. R's 4th.
17. Q's B. takes P.	17. P. takes P.
18. Kt. takes Kt's P. (ch.)	18. K. to K's 2nd.
19. K. B. to Q. Kt's 5th.	19. R. takes K. Kt's P.‡
20. R. to K's sq. (ch.)	20. K. to B's 3rd.
21. R. to K's 8th.	21. B. to K. Kt's 3rd.
22. Kt. to Q's 6th.	22. Kt. to Q. B's 3rd.§
23. R. takes R.	23. R. takes P. (ch.)
24. K. to Q's sq.	24. Kt. to Q's 5th.
25. R. to K's 8th.	25. B. to K. R's 4th (ch.)
26. K. to K's sq.	26. Kt. to K. B's 6th (ch.)
27. K. to K. B's sq.	27. R. takes Kt's P.
28. B. to K's 2nd.	28. R. takes R's P.‖
29. B. to K. Kt's 5th. (ch.,	29. Kt. takes B.
30. P. takes Kt. (ch.)	30. K. takes P.
31. R. to K's 5th (ch.)	31. K. to K. B's 3rd.
32. R. takes B.	

And Black resigns.

---

* White sacrifices this Pawn to enable him to free his game.

† Finely played. It is not every player who would have dared risk such a sacrifice against such an opponent.

‡ Was this Pawn worth the loss of time incurred in seizing it?

§ This is probably his best move.

‖ He seems to have thoroughly convinced himself that nothing is to be done.

Chapter VIII.

KING'S BISHOP'S GAMBIT.

In the whole range of openings there is perhaps none which has received more attention of late years than the King's Bishop's Gambit. The result has been that the opinions of the Chess world have undergone a complete revolution on the subject, and that, instead of being regarded as a brilliant but hazardous *début*, the legitimate result of which is a lost game for the first player, the Bishop's Gambit now takes rank as a perfectly sound and safe opening, in which, with the very best play, the defence cannot do more than draw the game. Those who wish to see what extreme minuteness Chess analysis admits of, may consult the elaborate series of articles by the accomplished and indefatigable analyst Mr. Von Jaenisch, in the "Chess Player's Chronicle" for the years 1850–3, whilst these themselves are merely supplementary to the copious examination of the opening in the same writers "Analyse Nouvelle."

We shall not of course attempt to follow him through all his combinations, but shall content ourselves with noticing such deviations from the line of play laid down in the "Handbook" as may seem to be of sufficient importance, and with giving the leading Variations in each case. It will be convenient, however, to adopt a different arrangement from that of the "Handbook." In Game I. we shall show how White may play to recover the Gambit Pawn without involving himself in any of the complications of the Petroff Attack, or that of Grimm. This latter will be found in Game II.; Game III. will treat of the Petroff Attack; Games IV., V., VI., and VII. will be devoted to showing how the second player may elude both these attacks, and lastly, the correct defence against Cozio's Attack will be given in Game VIII.

GAME THE FIRST.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	

It makes but little difference whether White play,—5. Q Kt to Q. B's 3rd, or 5. K. Kt to K B's 3rd, or 5. P to Q's 4th, since all the three moves will be played in succession, and the order is immaterial. 5. Q Kt to Q B's 3rd, is perhaps the most embarrassing for Black, and we shall therefore adopt it.

	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.

This is now generally admitted to be Black's best move, Mr. Jaenisch having retracted the opinions he once expressed in favour of 6. K. Kt to K's 2nd. See Game VI.

7. K. Kt. to K. B's 3rd.

Mr. Jaenisch recommends 7. P. to K's 5th. The move in the text, however, has the advantage of recovering the Gambit Pawn immediately.

	7. Q. to K. R's 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. P. to K's 5th.	9. P. takes P. (or A.)
10. K. Kt. takes K's P.	

For 10. Q. Kt to Q's 5th, see Game III.

	10. Q. takes Q. (ch.)
11. Q's Kt. takes Q.	11. Q. B. to K's 3rd.

11. K's B. takes Kt. would be equally unavailing to prevent the breaking up of Black's Pawns.

12. B. takes B.	12. P. takes B.
13. K. Kt. to K. Kt's 6th.	13. K. R. to K. R's 2nd.

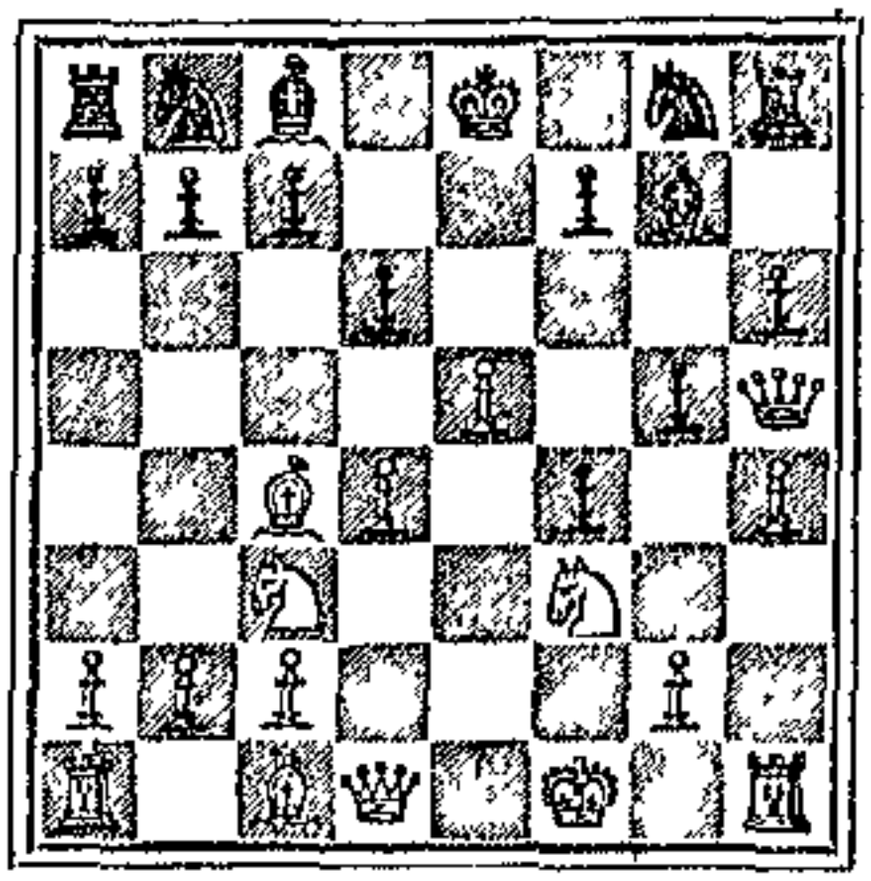
14. K. R's P. takes P. 14. B. takes Q's P.
15. P. takes K. R's P.

And White has recovered the Pawn with rather the better position.

(A.)

Variation on Black's 9th move.

BLACK.



WHITE.

9. Q. to K. Kt's 3rd.
10. Q. to K's 2nd. 10. K. to Q's sq. (best.)

Better than 10. $\frac{\text{K's P. takes P}}{}$ as given by Jaenisch.

If 10. $\frac{}{\text{K. Kt. to K's 2nd.}}$ 11. $\frac{\text{Q Kt to Q Kt's 5th.}}{\text{Q Kt. to Q. R's 3rd.}}$ 12. $\frac{\text{P to K R's 5th.}}{\text{Q. to K. B's 4th.}}$
13. $\frac{\text{K's P. takes P.}}{}$

11. K. B. to Q's 3rd. 11. Q. B. to K. B's 4th (best.)
12. K's B. takes B. 12. Q. takes B.
13. K's P. takes P. 13. Q. B's P. takes P.
14. K. R's P. takes P. 14. K. R's P. takes P.
15. K's R. takes R. 15. K's B. takes R.
16. Q. Kt. to K's 4th. 16. K. to Q's 2nd.
17. Q. Kt. takes K. Kt's P. 17. K. B. takes Q's P.
18. K's Kt. takes B. 18. Q. takes Q's Kt.
19. Q. to K's 4th.

And White has the better game.

The "Leitfaden" and "Handbuch," from which the above Variations are taken, gives 19. Q to K B's 3rd, which seems inferior to the move in the text.

GAME THE SECOND.—GRIMM'S ATTACK.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. K's P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. P. to K's 5th.	7. P. takes P.
8. Q. Kt. to Q's 5th.	8. K. to Q's sq.
9. K. Kt. to K. B's 3rd.	9. Q. to K. R's 4th.
10. P. to K. R's 4th.	10. P. to K. R's 3rd.

10. K Kt to K's 2nd is the correct move for Black at this point, see Game IV. If, however, White had played 7. K Kt to K B's 3rd Black would not have had this resource.

Thus 7. K. Kt to K B's 3rd. / Q to K R's 4th. 8. P to K R's 4th. / P. to K. R's 3rd (must) 9. P. to K's 5th. / Q's P. takes P. 10. Q Kt to Q's 5th. / K. to Q's sq.

And the position is the same as in the text.

11. K. to K. Kt's sq.

It is this move which constitutes the novelty of Mr. Grimm's Variation.

	11. Q. to K. Kt's 3rd.
12. K. Kt. takes K's P.	12. Q. to K. B's 4th.

This is better than taking off the Knight..

13. Q. to K. R's 5th.	13. K's B. takes Kt.

He might also play 13. Q. B. to K's 3rd. See Variation.

14. Q's P. takes B.	14. P. to Q. B's 3rd.

If 14. Q. B. to K's 3rd. 15. Q. B. to Q's 2nd.

If 14. Q. takes K's P. or 14. Q. to K's 6th. 15. Q. B. takes K. B's P.

15. Q. B. to Q's 2nd. 15. Q. B's P. takes Kt.
16. K. B. takes Q's P. 16. Q. Kt. to Q. B's 3rd.

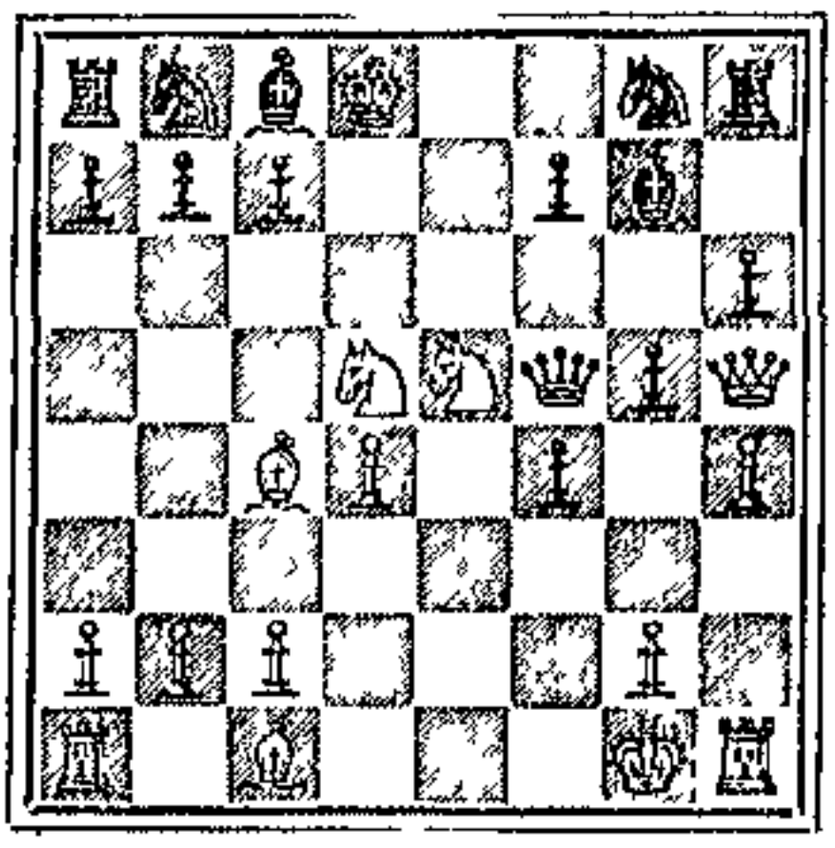
If 16. Q. to K. Kt's 3rd. 17. K. R's P. takes P. Q. takes Q. 18. K's R. takes Q.,
with a winning game.

17. K. R's P. takes P. 17. B. to K's 3rd.
18. K's B. takes B. 18. K. B's P. takes B.
19. Q. R. to K. B's sq. 19. Q. takes Q. B's P.
20. B. takes K. B's P. 20. Q. to Q. B's 4th (ch.)
21. K. to K. R's 2nd. 21. Kt. takes K's P.
22. P. to K. Kt's 6th.

And White must win.

Variation on Black's 13th move.

BLACK.



WHITE.

13. Q. B. to K's 3rd.
14. K. R's P. takes P. 14. K. R's P. takes P.
15. Q. takes K's R. 15. K's B. takes Q.
16 K's R. takes B. 16. P. to K. B's 3rd.
17. K. B. to Q's 3rd. 17. Q takes K's B.
18. K's Kt. takes Q. 18. B. takes Kt.
19. Q. B. takes K. B's P. 19. P. takes B.
20. Kt. takes P. 20. B. to K. B's 2nd.
21. Q. R. to K's sq.

And White has a winning game.

GAME THE THIRD.—PETROFF'S ATTACK.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2 P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. P. to K's 5th.	

This move is pronounced by Mr. Jaenisch to be stronger than 7. K Kt to K B's 3rd. If, however, Black is resolved to submit to the Petroff-Attack, the transposition of moves is of no consequence, and if he desire to elude it by playing Q B to K Kt's 5th, in answer to Q Kt to Q's 5th, he can do so more advantageously when White plays 7. P to K's 5th, than when he plays 7. K Kt to K B's 3rd

	7. Q's P. takes P.
8. Q. Kt to Q's 5th.	8. K. to Q's sq.
9. Q's P. takes P.	9. Q. B. to Q's 2nd.

Black may here play 9. Q. B to K. Kt's 5th, which forms a strong counter-attack.

10. K. Kt. to K. B's 3rd.	10. Q. to K. R's 4th.
11. P. to K. R's 4th.	11. P. to K. R's 3rd.
12. K. to K. Kt's sq.	12. Q to K. Kt's 3rd.
13. K. R's P. takes P.	13. K. R's P. takes P.
14. K's R. takes R.	14. K's B takes R.
15. K. Kt. takes K. Kt's P.	

This sacrifice is the invention of Mr. Petroff. It is undoubtedly the strongest move for White at this point; so strong indeed, that it deprives Black of all chance of doing more than draw the game.

	15. Q. takes Kt,
16. Q's B. takes P.	16. Q. to K. B's 4th.

This is now admitted to be Black's best move. For the move 16. Q to K Kt's 3rd, see Variation.

17. P. to K's 6th.	17. K. B's P. takes P.
18. Kt. takes Q. B's P.	18. Q to Q. B's 4th (ch) (best.)
19. K. to K. R's sq.	19. Q. takes K's B.
20. Q. to Q's 6th.	20. P. to K's 4th (best.)
21. Q R. to Q's sq. (best.)	

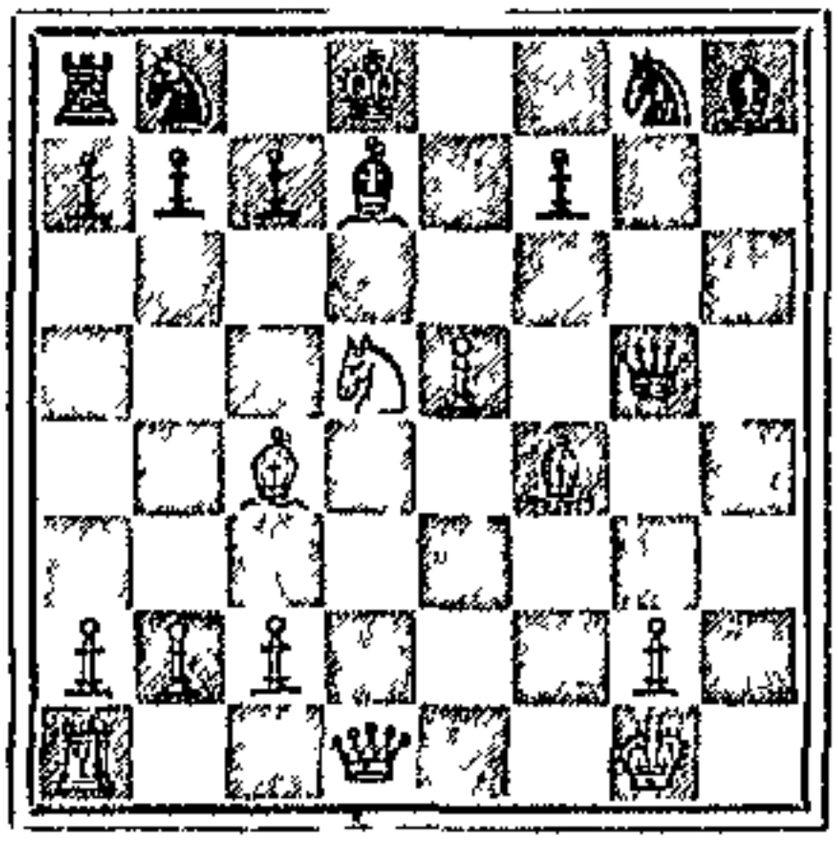
If 21. $\frac{\text{Kt takes R}}{\text{Q takes B}}$ 22. $\frac{\text{Q takes Q's Kt (ch)}}{\text{K to K's 2nd.}}$ 23. $\frac{\text{Q takes Q R's P}}{}$, and Mr. Jaenisch remarks that Black can draw by forcing the exchange of Queens. If 23. $\frac{\text{Q takes Q Kt's P}}{}$, Black draws by perpetual check.

	21. P. takes B.
22. Kt. takes R.	22. K. Kt. to K's 2nd (best.)
23. Q. takes Q's Kt. (ch.)	

If now 23. $\frac{}{\text{Kt to Q B's sq}}$ 24. $\frac{\text{Q takes Q Kt's P}}{}$ If 23. $\frac{}{\text{Q to Q B's sq}}$ 24. $\frac{\text{Q takes Q R's P.}}{}$, and in either case White has a good game, though in the opinion of Mr. Petroff he result should be a draw.

Variation on Black's 16th move.

BLACK.



WHITE.

16. Q. to K. Kt's 3rd.

This was long considered to be Black's best play. Subsequent analysis, however, has shown that his only safe move is 16. Q to K B's 4th, as above.

17. P. to K's 6th.	17. K. B's P. takes P.
18. Kt. takes Q. B's P.	18. P. to K's 4th.

19. Kt. to K's 6th (ch.)

This is stronger than 19. Kt. takes R, as given in the "Handbook."

19. K. to K's sq.

He may also play 19. K. to Q. B's sq, or 19. K. to K's 2nd. See (A.) and (B.)

20. Q. to Q's 6th.

This appears stronger than 20. Q. B. to K. Kt's 5th, Mr. Petroff having, subsequently to the publication of Mr. Jaenisch's analysis, discovered a mode of play which seems to assure the game to White.

The following is the best mode of continuing the game after 20. Q. B. to K. Kt's 6th

20. Q's B. takes Kt. 21. Q. to Q's 8th (ch.) K. to K. B's 2nd.
22. R. to K. B's sq (ch.) K. Kt. to K. B's 3rd. 23. Q. to Q. B's 7th (ch.) K. to K's sq. 24. K's B. takes B. Q. Kt. to Q's 2nd.
25. Q's B. takes Kt. Kt. takes B. 26. Q. takes Q. Kt's P. K. to Q's sq. 27. Q. takes Q. R's P.

White has three united Pawns against a Knight, and a better position, but it cannot be shown that he *must* win.

	20. Q's B. takes Kt.
21. K's B. takes B.	21. Q. Kt. to Q. B's 3rd.

This is Black's best move, and was at first considered by Mr. Jaenisch sufficiently good to enable him to draw the game.

22. Q. B. to K. Kt's 5th.	22. K. B. to K. B's 3rd.
23. R. to K. B's sq.	23. R. to Q's sq.
24. Q. to Q. B's 7th.	24. Q. Kt. to K's 2nd.
25. Q's B. takes B.	25. K's Kt. takes B.

26. Q. takes K's P.	26. R. to Q's 7th.
27. Q. to Q. Kt's 8th (ch.)	

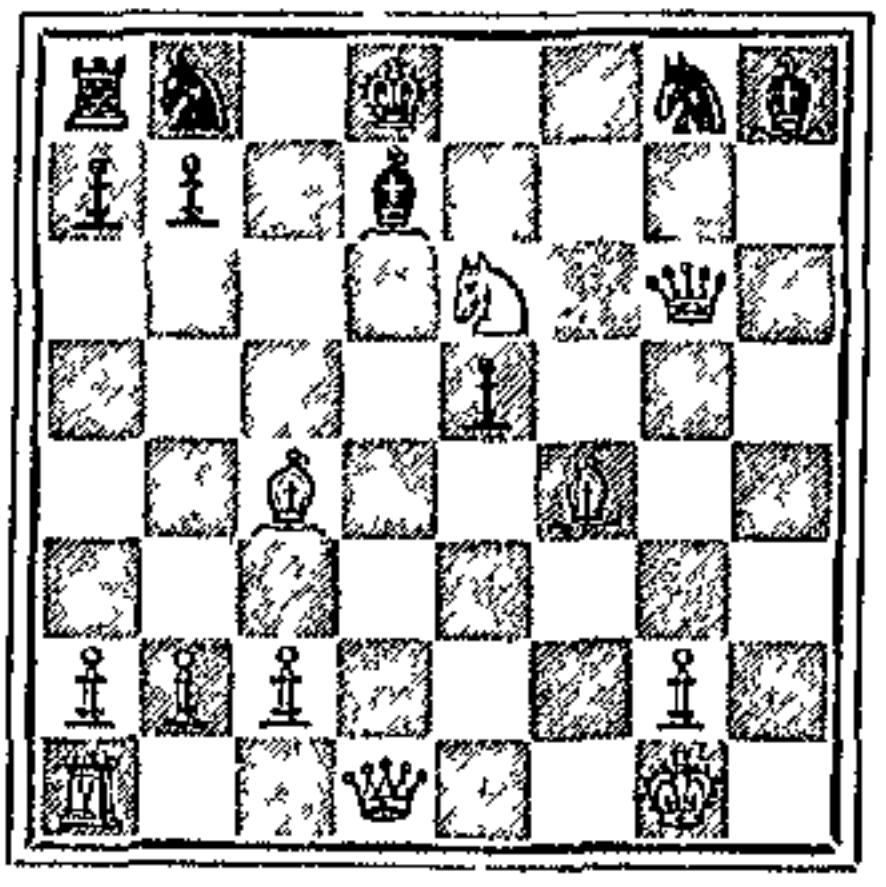
This is the correct move, instead of 27. K. to K B's 3rd, as originally recommended by Jaenisch.

	27. R. to Q's sq.
28. Q. to K. B's 4th	28. Q. Kt. to Q's 4th (best.)
29. Q. to K's 5th.	29. Q. to K's 5th.
30. B. to K. B's 7th (double ch.)	30. K. to Q's 2nd.
31. Q. takes Q.	31. K's Kt. takes Q.
32. B. takes Kt.	

And White must win, having recovered the piece, with two Pawns more than Black.

Variation (A.) *on Black's* 19*th move.*

BLACK.



WHITE.

	19. K. to Q. B's sq.
20. Q. to Q's 6th.	20. Q. Kt. to Q. R's 3rd.
21. Q. B. to K. Kt's 5th.	21. K. B. to K. B's 3rd (best.)
22. K's B. takes Kt.	

This seems rather stronger than 22. Kt to K B's 8th, as given by Jaenisch.

	22. Q's B. takes Kt. (must.)
23. Q. to Q. B's 6th (ch.), and wins.	

Variation (B.) *on Black's* 19*th move.*

	19. K. to K's 2nd.
20. Q. B. to K. Kt's 5th (ch.)	20. K. B. to K. B's 3rd.
21. Q. to Q's 5th.	

The 20th and 21st moves of White were first suggested by Mr. Kieseritzky. They are far more decisive than 20. Q. B. to K's 3rd, as proposed by St. Amant, which ought to lose against the best defence. The following are the correct moves :—20. Q. B. to K's 3rd. / Q's B. takes Kt. 21. Q. B. to Q. Kt's 5th (ch.) / K. to K's sq. 22. Q. to Q's 6th. / Q. Kt. to Q's 2nd. 23. R. to K. B's sq. / Q. B. to K. B's 4th. 24. R. takes B. / Q. takes Q., and Black will win. At the 23rd move White might play,—23. K's B. takes B., but Black still wins.

	21. Q's B. takes Kt. (best.)
22. Q. *takes* Q's B. *(ch.)*	22. K. *to* K. B's *sq.*
23. R. to K. B's sq.	23. Q. Kt. to Q's 2nd (best.)
24. Q. takes Kt.	24. Q. to K. Kt's 2nd.
25. R. takes B. (ch.)	25. Kt. takes R.
26. Q. *to* Q's *6th (ch.)*	26. Q. *to* K's *2nd.*
27. Q. takes Kt. (ch.)	

And White will win, as the Pawn at King's 4th must be lost by Black.

At the 21st move Black might have played 21. K's B. takes B. / 21. K. to K's sq. / 21. P. to Q. Kt's 3rd. / 21. Q. Kt. to Q. R's 3rd, but the result in each case is even more decisive in White's favour than that given in the text. Hence we conclude that after 16. Q. to K. Kt's 3rd, Black has no resource which will enable him even to draw the game. It follows, therefore, that *the second player must not allow his opponent to set up the* Petroff attack against him, or must defend it by—16. Q. to K. B's 4th.

GAME THE FOURTH.

Varying from Game II., at Black's 9th move.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. P. to K's 5th.	7. P. takes P.
8. K. Kt. to K. B's 3rd.	8. Q. to K. R's 4th.
9. P. to K. R's 4th.	9. K. Kt. to K's 2nd.

This is Black's *coup juste*, and secures him the better game.

10. K. Kt. takes K. Kt's P.

This seems to be the most advantageous move for White;—10. $\frac{\text{P. takes K's P.}}{\text{P. to K. R's 3rd}}$ yields White no advantage. The same may be said for 10. $\frac{\text{Q Kt. to K's 4th}}{\text{P. to K. R's 3rd}}$, and for 10. $\frac{\text{K Kt takes K's P.}}{\text{Q takes Q (ch.)}}$

11. $\frac{\text{Q's Kt takes Q.}}{\text{P. to K. B's 3rd.}}$

	10. Q. takes Q. (ch.)
11. Q's Kt. takes Q.	11. P. to K. B's 3rd.
12. K. Kt. to K's 6th (best.)	12. Q's B. takes Kt.
13. K's B. takes B.	13. K's P. takes P. (best.)
14. Q's B. takes P.	14. Q. Kt. to Q. R's 3rd.
15. Kt. to K. B's 2nd.	15. Q. Kt. to Q. B's 4th.
16. K. B. to K. R's 3rd.	16. K. Kt. to Q's 4th.
17. Q. B. to K. Kt's 3rd.	17. Castles on K's side.

Black keeps the Pawn and has a fine game. As before remarked, White may avoid this Variation by playing—

7. K. Kt. to K. B's 3rd.

GAME THE FIFTH.—THE PETROFF ATTACK EVADED

Having shown in Game III., that the second player, once embarked in the defence of the Petroff attack, can only, at the best, hope to make a drawn game, it remains to be seen whether he cannot do better by evading the attack altogether. This question I now propose to discuss.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.

For the move 6. K. Kt. to K's 2nd, see Game VI.

7. P. to K's 5th.	7. P. takes P. (best.)

Black may here play 7. Q. B. to K. Kt's 6th, which is pronounced by Jaenisch to be inferior. See Variation I.

8. Q. Kt. to Q's 5th.	8. Q. B. to K. Kt's 5th.

This is given by Jaenisch as Black's best move, enabling him satisfactorily to evade the perils of the Petroff attack, and to turn the tables on his opponent.

9. K. Kt. to K. B's 3rd.	9. Q. to K. R's 4th.

For 9. K. to Q's sq. 9. Q's B. takes Kt. 9. Q. to K. R's 3rd.

See Variations II., III., IV.

The move 9. Q. to K. R's 4th, is discussed at great length by Jaenisch in the "Chess Player's Chronicle" for 1853. He gives no less than nine replies for White, all of which terminate in favour of the second player.

The following Variation, however, seems on the whole satisfactory for White.

10. Q. Kt. takes Q. B's P. (ch.)	10. K. to Q's sq.

11. Q's Kt. takes R.	11. P. to K's 5th.
12. K. B. to K's 2nd.	

This is White's strongest move, and admitted to be so by Jaenisch.

	12. K's P. takes Kt.
13. K's B. takes P.	13. Q's B. takes B.
14. Q. takes B.	

Mr. Jaenisch pronounces this move to be "weak." With all deference for so great an authority, I believe it to be far better than 14. P. takes B. the move advised by him, the result of which is that White can only gain one Pawn in return for the Kt. at Q. R's 8th, and this is hardly sufficient to save the game.

	14. Q. takes Q. (ch.)
15. P. takes Q.	15. B. takes Q's P.

If the Bishop does not take the Pawn, White evidently has a strong game by P. to Q's 5th.

16. B. takes P. (best.)	16. P. takes B.
17. Q. R. to Q's sq.	17. Q. Kt. to Q. B's 3rd.
18. P. to Q. B's 3rd.	18. K. to Q. B's sq.
19. P. takes B.	19. K. to Q. Kt's sq.
20. P. to Q's 5th.	20. Q. Kt. to Q's sq.

This is the move given by Jaenisch, but it is not correct, as we shall see.

21. Q. R. to Q. B's sq.

This is the proper reply, and not 21. Kt. to Q. Kt's 6th, as given by Jaenisch, which leaves White with a Rook against two Knights, though even in that case, considering the shattered state of Black's Pawns it would be difficult to show that he can do more than draw the game. As it is, the White Knight must escape, and White ought to win.

It is clear, therefore, that 20. Q. Kt. to Q's sq. is bad. If 20. Q. Kt. to K's 2nd. 21. P. to Q's 6th, and the Knight still escapes. If 20. Kt. to Q. R's 4th. 21. Q. R. to Q. B's sq., &c.

The best move probably is—

	20. Q. Kt. to K's 4th.
21. P. to Q's 6th.	21. K. Kt. to K. B's 3rd.

If 21. Q Kt takes K B's P. 22 P to Q's 7th, wins.

22. Kt. to Q. B's 7th.	22. Q. Kt. takes K. B's P.
23. Kt. to Q's 5th.	

And White has the better game.

Variation I. *on Black's 7th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. K's P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. P. to K's 5th.	7. Q. B. to K. Kt's 5th.

Mr. Jaenisch pronounces this move to be inferior to—

7. P. takes P., but apparently without sufficient reason. It indeed permits White to recover the Gambit Pawn and equalise the game, but if the preceding analysis be correct, it is questionable whether so much can be said for the mode of play recommended by Jaenisch, and which I have already considered.

8. K Kt. to K. B's 3rd.	8. Q. to K. R's 3rd (best.)

If 8. Q. to K. R's 4th. 9. P takes P. P. takes P. 10. Q to K's 2nd (ch) K to Q's sq.

11. Q Kt to K's 4th, and White recovers the Gambit Pawn.

9. P. to K. R's 4th (best.)	9. Q's P. takes P. (best.)
10. Q's P. takes P.	10. K. Kt. to K's 2nd.

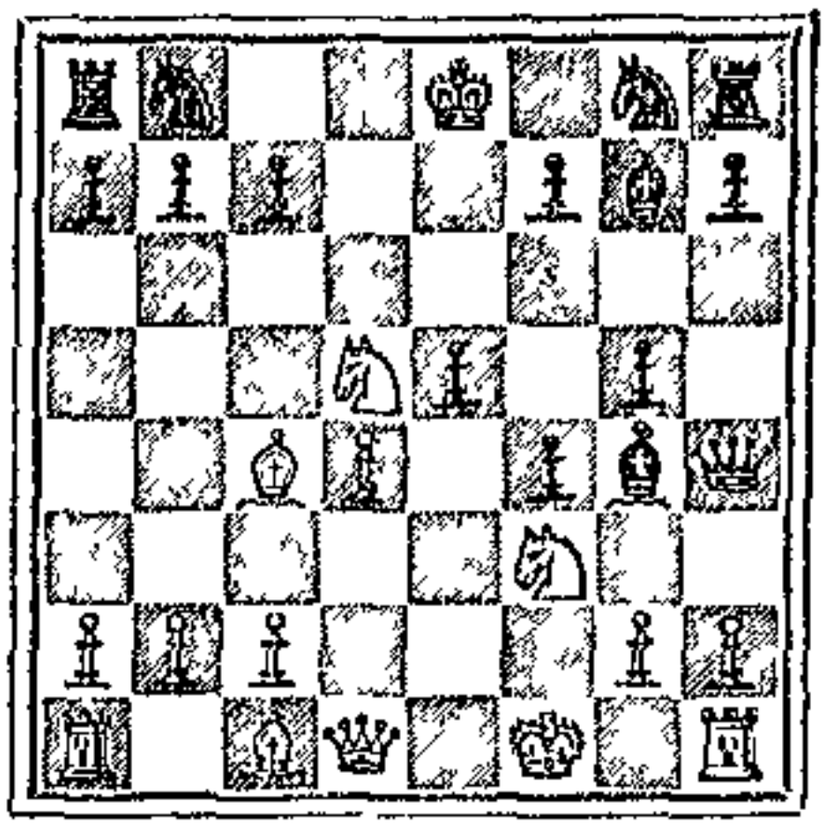
to prevent 11. Q. to Q's 5th, which would give White an advantage.

11. Q. Kt. to K's 4th.

and White recovers the Pawn with as good a game as Black.

Variation II. *on Black's 9th move.*

BLACK.



WHITE.

9. K. to Q's sq.

This move, proposed by Mr. Walker, is inferior to—

9. Q. to K R's 4th.

10. K. Kt. takes Q (best.) 10. *Q's* B. *takes* Q.
11. K. Kt. to K. B's 5th. 11. K. B. to K. B's sq. (best.)
12. Q's B. takes P.

This move apparently had been overlooked by Mr. Walker. It was first given by Mr. Heydebrand in the "Chess Player's Chronicle" for 1848, p. 313.

12. K's P. takes B. (best.)
13. Q's R. takes B. 13. Q. Kt. to Q. B's 3rd.

If 13. P. to K. R's 3rd. 14. P. to K R's 4th, P to K. B's 3rd 15. K. R's P. takes P. K. B's P. takes P.
16. Q R to Q's 3rd. P. to Q. B's 3rd. 17. Q Kt to Q B's 3rd. K. Kt to K. B's 3rd. 18. P. to Q's 5th,

White has the better game. 18. Q. R to K R's 3rd is also good.

14. P. to K. R's 4th. 14. P. to K. B's 3rd.
15. Q. Kt. to Q. B's 3rd (best. 15. K. Kt. to K's 2nd.
16. K's Kt. takes Kt. 16. K's B. takes Kt.
17. K. R's P. takes P. 17. K. B's P. takes P.

18. K. R. to K. R's 6th. 18. B. to K. B's sq.
19. K. R. to K's 6th. 19. K. to Q's 2nd.

If 19. B. to K. Kt's 2nd 20. Kt. to K's 4th. P. to K. R's 3rd. 21. Kt. to Q. B's 5th.

20. Kt. to K's 4th. 20. B. to K's 2nd (best.)
21. Kt. to Q. B's 5th (ch.) 21. K. to Q. B's sq.

21. B. takes Kt. loses a piece.

22. Kt. takes Q. Kt's P. 22. K. takes Kt
23. B. to Q's 5th.

And White has the better game.

Variation III., *also on Black's 9th move.*

[Arrange the Men as in the previous diagram.]

9. Q's B. takes Kt.
10. Q. takes B. 10. K. to Q's sq.
11. Kt. takes K. B's P. 11. Q. Kt. to Q's 2nd (best).
12. Kt. to K's 2nd.

And White will recover the Pawn with a better position than Black.

Variation IV., *likewise on Black's 9th move.*

[Arrange the men as before.]

9. Q. to K. R's 3rd.
10. Q. Kt. takes Q. B's P. (ch.) 10. K. to Q's sq.
11. Q's Kt. takes R. 11. P. to K's 5th.
12. Kt. takes K. Kt's P.

This seems better than 12. Kt. to K's 5th.

12. Q. takes Kt. (best.)
13. K. B. to K's 2nd. 13. Q's B. takes B. (ch.)

If 13. Q. B. to K's 3rd, or 13. Q. B. to Q's 2nd. 14. P. to Q's 5th, and the Knight will escape without difficulty.

14. Q. takes B. 14. P. to K's 6th.

If 14. P. to K. B's 4th. 14. Q. to Q. B's 4th. Q. Kt. to Q. R's 3rd. 15. Q. to Q's 6th (ch.)
and White has the advantage.

15. Q. to Q. B's 4th. 15. Q. to K's 2nd.

If 15. Q. Kt. to Q. R's 3rd. 16. Q. takes K. B's P. / K. B. takes Q's P. 17. Q. takes Q Kt's P. / Q. to K. B's 3rd. 18. P. to Q B's 3rd. / B. to K's 4th. 19. K. to K's 2nd, &c., so also 15. Q. to K. R's 5th would be useless.

16. Q. to Q's 5th (ch.) 16. K. to K's sq.

If 16. Q. to Q's 2nd. 17. Q. to K. Kt's 5th (ch.)

17. Q. to K. B's 5th.

And White has at least as good a game as Black.

If 17. Q. Kt. to Q. B's 3rd. 18. Q. to Q. B's 8th (ch.), and the Knight escapes. If 17. B. takes Q's P. 18. Q to Q. B's 8th (ch.) / Q. to Q's sq. 19. Q. takes Q. Kt's P. / B. to K's 4th 20. K. to K's 2nd, and White will save the Knight.

GAME THE SIXTH.

We now proceed to consider the move 6. K. Kt. to K's 2nd, by which the Petroff-Attack may be evaded.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt. to K's 2nd.
7. K. Kt. to K. B's 3rd (best.)	

For 7. P. to K's 5th, see Variation I.

7. Q. to K. R's 4th (best.)

If 7. Q. to K. R's 3rd. 8. P. to K. R's 4th. / P. to K. B's 3rd. 9. P. to K. Kt's 3rd, followed by K. to K. Kt's 2nd, and the game is apparently in White's favour.

8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. P. to K's 5th (best.)	9. P. to K. B's 3rd (best.)

For 9. K. Kt. to K. B's 4th, see Variation II.

10. K. B. to K's 2nd.

If 10. K. to K. Kt's sq., then 10. P. to K. Kt's 5th, and Black gets the better game.

	10. Q. to K. Kt's 3rd.
11. K. B. to Q's 3rd.	11. P. to K. B's 4th.
12. K. R's P. takes P.	12. K. R's P. takes P.
13. K's R. takes R.	13. K's B. takes R.
14. P. to K. Kt's 3rd.	

If 14. P. to K. Kt's 4th / P. to Q's 3rd. 15. Q. Kt. to Q. Kt's 5th. / K. to Q's sq. 16. P. to Q. B's 4th / P. to Q. R's 3rd, and Black gets the better game.

14. Q. to K. R's 4th.

14. P. takes P. would be bad.

If 14. P. to Q's 4th. 15. Q. Kt. to K's 2nd, and the advantage is with White. If 14. Q. Kt. to Q. B's 3rd. 15. K. Kt's P. takes P. / P. to K. Kt's 5th. 16. K. Kt. to K. Kt's 5th. / Q. to K. R's 3rd (best.) 17. Q. B. to K's 3rd. / Q. to K. R's 8th (ch.) 18. K. to K's 2nd, and Black has lost the Pawn without compensation.

15. K. Kt's P. takes P.	15. Q. to K. R's 6th (ch.)
16. K. to K. B's 2nd.	16. P. to K. Kt's 5th.
17. K. Kt. to K. Kt's sq.	17. Q. to K. R's 7th (ch.)
18. K. to K. B's sq.	18. P. to K. Kt's 6th.
19. Q. B. to K's 3rd.	

And White has recovered the Pawn with as good a game as Black.

Variation I. *on White's 7th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)

4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt. to K's 2nd.
7. P. to K's 5th.	

This move is inferior to 7. K. Kt. to K. B's 3rd.

7. K. Kt. to K. B's 4th.

This is given by Jaenisch as Black's best move. He may, however, with more advantage play as advised by the "Handbuch,"—7. P. to K. B's 3rd. 8. K Kt to K B's 3rd. / Q. to K. R's 4th. 9. P to K R's 4th / P. to K. Kt's 5th, and Black has the superiority.

8. K. Kt. to K. B's 3rd.

This is rather better than 8. Q Kt. to K's 4th, to which Black replies with 8. P. to K. R's 3rd. 9. K Kt. to K B's 3rd. / Q. to K. R's 4th. 10. P. to K R's 4th. / Q. Kt. to Q B's 3rd. 11. P. to Q B's 3rd (best) / P. to Q's 3rd., and Black has the better game.

8. Q. to K. R's 4th.

9. K. to K. Kt's sq. (best.) 9. Q. Kt. to Q. B's 3rd.

If 9. P. to K. R's 3rd. 10. P. to K. R's 4th. / K. Kt. to Kt's 6th. 11. K. R. to K. R's 2nd. / Q. to K. Kt's 3rd. 12. Q Kt. to Q's 5th. / K. to Q's sq. 13. K. R's P. takes P. / K. R's P. takes P. White now exchanges Rooks, and plays 15. K's Kt. takes P., with a winning game.

10. Q. Kt. to Q. Kt's 5th.

This seems stronger than 10. P. to K. R's 4th, as advised by Jaenisch, to which Black replies with 10. Q. Kt. takes Q's P. and speedily gets the better game.

10. K. to Q's sq.

11. P. to K. R's 4th.

The "Handbuch" does not pursue this Variation any further. The following is a probable continuation :—

	11. K. Kt. takes K. R's P.
12. K. to K. B's 2nd.	12. P. to Q. R's 3rd.

13. Q. Kt. to Q. B's 3rd.	13. Q. to K. Kt's 5th.
14. K's Kt. takes Kt.	14. Q. takes Q.
15. Q's Kt. takes Q.	15. P. takes Kt.
16. P. to Q. B's 3rd.	16. P. to K. B's 3rd.
17. Q's B. takes P.	17. K. B's P. takes P.
18. Q's P. takes P.	18. K's B. takes P.
19. K's R. takes P.	19. K. R. to K. B's sq.
20. K. to K's 3rd.	

Black preserves the Pawn but has no advantage in other respects. White can play Kt to K. B's 2nd, and bring his Q's Rook into action immediately.

Variation II. *on Black's 9th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt. to K's 2nd.
7. K. Kt. to K. B's 3rd.	7. Q. to K. R's 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. P. to K's 5th.	9. K. Kt. to K. B's 4th.

This is inferior to 9. P. to K. B's 3rd.

10. K. to K. Kt's sq.

This move is far stronger, now the K. R's P. is advanced, than it was before. We have now the same position as in the preceding Variation, if Black plays there 9. P. to K. R's 3rd, the result of which has been shown to be in favour of White.

GAME THE SEVENTH.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)

4. K. to K. B's sq. 4. Q. Kt. to Q. B's 3rd.

This defence is recommended by the author of the "Popular Introduction to Chess" as the best that Black can adopt. Jaenisch objects to it, as involving the loss of the Gambit Pawn, and consequent equalization of the game. This is undoubtedly true, but can Black do more than equalise the game in any case? All our previous analysis seems to show that the attempt to maintain the Gambit Pawn involves the second player in variations of extreme complexity, in which the slightest mistake is fatal, and only leads to, at best, an even game. I believe 4. Q. Kt to Q. B's 3rd to be as good a move as Black has at this point. He may also play—4. K. Kt to K. B's 3rd, and equalise the game.

5. K. Kt. to K. B's 3rd. 5. Q. to K. R's 4th.
6. P. to Q's 4th. 6. P. to K. Kt's 4th.
7. P. to K. R's 4th. 7. K. B. to K. Kt's 2nd.
8. Q. Kt. to Q. B's 3rd. 8. Q. Kt. takes Q's P.

If 8. P. to K. R's 3rd. 9. P. to K's 5th / K. Kt to K's 2nd 10. K. to K. Kt's sq. / Q to K Kt's 3rd, and the position is the same as if in Game VI. White were to play 9. K to K Kt's sq / Q to K. Kt's 3rd. 10. P. to K's 5th / Q Kt to Q. B's 3rd.

The correct continuation is 11. K R's P takes P / K. R's P. takes P. 12. K's R takes R. (ch) / K's B. takes R 13. K B to Q's 3rd. / P to K. B's 4th. 14. P takes P (*en passant.*) / Q takes K. B's P. 15. Q Kt to K's 4th. / Q to K. B's sq 16. Q Kt. takes K Kt's P. / Q Kt takes Q's P. 17. P to Q B's 3rd / Q Kt. to K's 3rd 18. Q's Kt takes Kt. / Q's P. takes Kt. 19. Q to Q R's 4th (ch), and recovers the Pawn.

9. K. Kt. takes Kt.

If 9. K Kt takes K. Kt's P. / Q takes Q (ch) 10. Q's Kt takes Q. / K. Kt. to K R's 3rd (he might also play 10. Q Kt takes Q. B's P., but the result would still be an equal game.) 11. Q's B takes P. / P to Q's 3rd. 12. P to Q B's 3rd, and the game is even.

	9. Q. takes Q. (ch.)
10. Q's Kt. takes Q.	10. K's B. takes Kt.
11. K. R's P. takes P.	11. K. B. to K's 4th.
12. K. R. to K. R's 4th.	12. K. Kt. to K's 2nd.
13. Q's B. takes P.	13. K. Kt. to K. Kt's 3rd.
14. Q's B. takes B.	14. Kt. takes B.

And the game is even.

GAME THE EIGHTH.—COZIO'S ATTACK.—("Handbook," p. 323, Game III.)

WHITE.	BLACK.
1. P. *to* K's 4th.	1. P. *to* K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. to K. B's 3rd.	5. Q. Kt. to Q. B's 3rd.
6. P. to K. Kt's 3rd.	6. Q. to K. R's 3rd.
7. P. takes P.	7. P. takes P.
8. P. to Q's 3rd.	8. K. B. to Q's 3rd.

This is the move given by Jaenisch, which seems at once to turn the scale in favour of the second player. The move usually played is 8. Q. Kt. to Q's 5th, which does not succeed.

9. Q. Kt. to Q. B's 3rd (best.)

9. K. Kt. to K's 2nd, or 9. K. Kt. to K. R's 3rd, loses immediately by

9. Q. Kt. to K's 4th.

	9. K. Kt. to K's 2nd.
10. Q. Kt. to Q's 5th.	10. P. to K. B's 4th.

10. Q. Kt. to K's 2nd and 10. K. Kt. to K's 2nd, are still worse for White.

11. K. Kt. to K's 2nd.

White has no good move at this point, as he cannot prevent the formidable reply of K. R. to K. B's sq.

	11. K. R. to K. B's sq.
12. Q's B. takes P.	12. K's B. takes B.
13. Q's Kt. takes B.	13. Q. Kt. to K's 4th.
14. Q. to K. R's 5th (ch.)	14. Q. takes Q.
15. Q's Kt. takes Q.	15. P. takes P. (dis. ch.)

And Black will win.

GAME THE NINTH.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. K. B. to K's 2nd.	

It is surprising, as Mr. Jaenisch remarks, that this move should occasion any difficulty, as it seems at first sight a mere loss of time; upon examination, however, it is found to be very embarrassing, owing to the confined position of the Black Queen. For a copious analysis of the variations springing from it, the reader may consult an article on the subject by Mr. Jaenisch in the "Chess Player's Chronicle" for 1852. Here I can give but a brief summary of them.

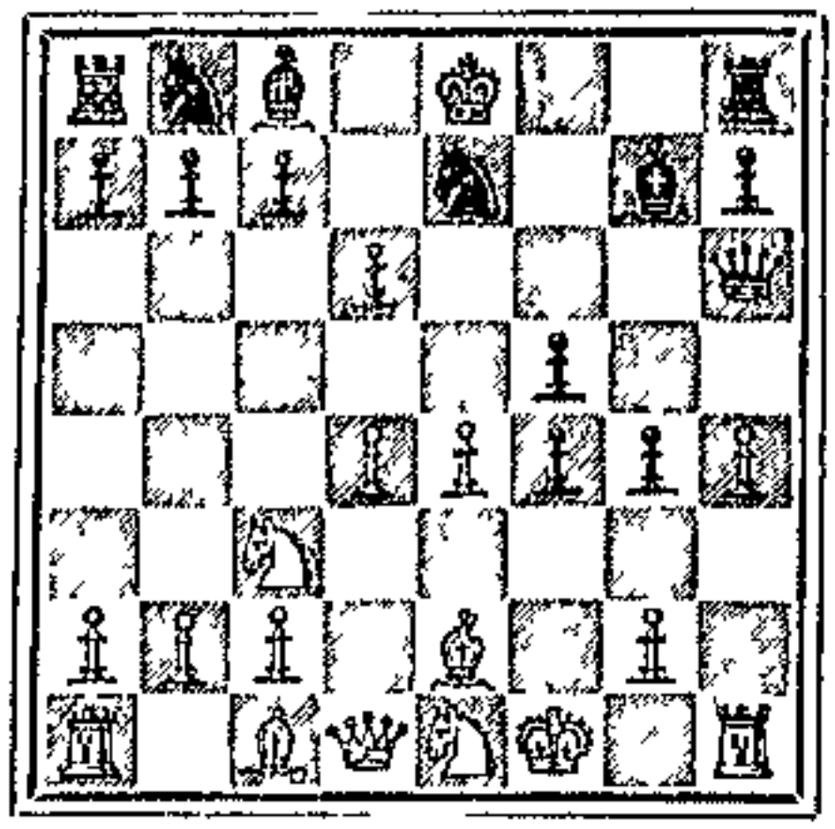
	7. K. Kt. to K's 2nd (best.)

He may also play 7. $\frac{\text{Q. to K. R's 3rd}}{\text{}}$ and 7. $\frac{\text{Kt. to Q. B's 3rd}}{\text{}}$ See (A.) and (B.)

8. K. Kt. to K. B's 3rd.	8. Q. to K. R's 3rd.
9. P. to K. R's 4th.	9. P. to K. Kt's 5th.
10. K. Kt. to K's sq.	10. P. to K. B's 4th (best.)

Jaenisch considers that after this move Black must preserve his advantage, play as White may. He examines the three following lines of play for White, and for convenience of reference I give a diagram of the position after Black's 10th move:—

BLACK.



WHITE.

Firstly.

11.	K's P. takes P.	11.	K's Kt. takes P.
12.	K. B. takes K: Kt's P.	12.	K. Kt. to K. Kt's 6th (ch.)
13.	K. to K. Kt's sq.	13.	B. takes B.
14.	Q. takes B.	14.	K's B. takes P. (ch.)
15.	K. to R's 2nd.	15.	K's Kt. takes R. (best.)
16.	K. takes Kt. (best.)	16.	Kt. to Q. B's 3rd.
17.	Q's B. takes P.	17.	Q. to K. Kt's 3rd.
18.	Q. to K's 2nd (ch.)	18.	K. to Q's 2nd.

And Black ought to win.

Secondly.

11.	P. to K. Kt's 3rd.	11.	Q. to K's 3rd (best.)

If 11. P. takes K's P., White can regain the Gambit Pawn by

12. K. B. takes K Kt's P. If 11. K. R to K B's sq. 12. Kt's P. takes P.

If 11. Q. to K B's 3rd. 12. Q. Kt to Q Kt's 5th. Q. Kt. to Q. R's 3rd. 13. Q's B takes P

12.	P. to Q's 5th.	12.	Q. to K. B's 2nd.
13.	Q. Kt. to Q. Kt's 5th:	13.	Q. Kt. to Q. R's 3rd.
14.	K. Kt's P. takes P. (best.)	14.	P. takes K's P.
15.	K's B. takes P.	15.	Q's B. takes B.
16.	Q. takes Q's B.	16.	K's Kt. takes P.

And Black keeps the Pawn.

Thirdly.

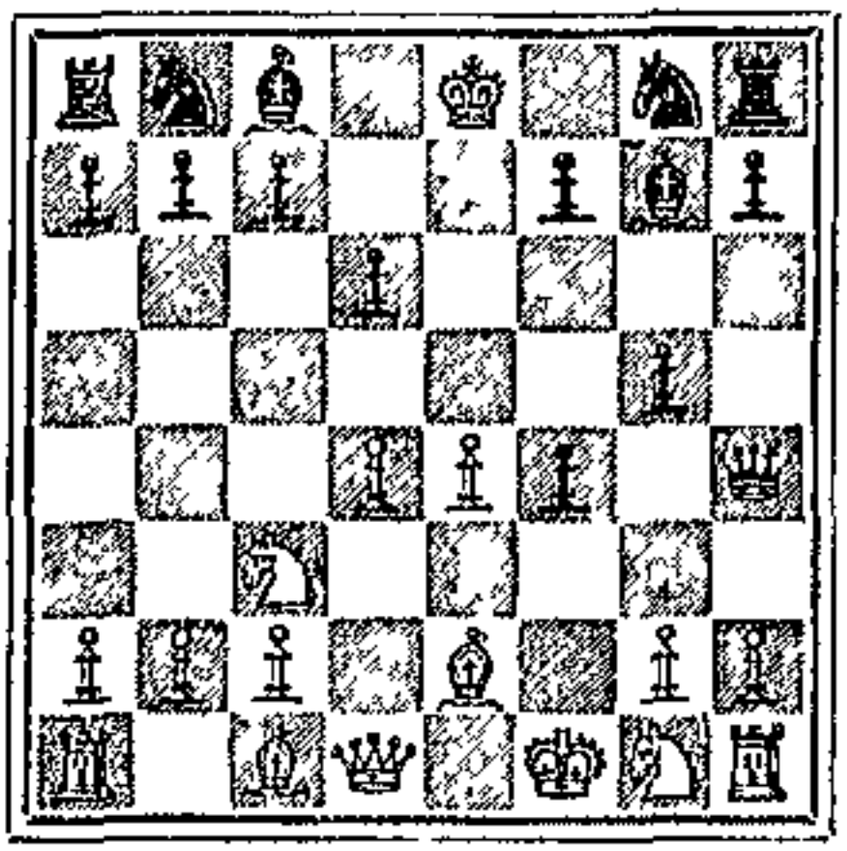
11.	K. Kt. to Q's 3rd.	11.	K's B. takes P. (best.)
12.	K's Kt. takes P.	12.	K. B. takes Q's Kt. (best.)
13.	K: Kt. to Q's 5th.	13.	Q. to K. Kt's 2nd (best.)
14.	Kt. takes Q: B's P. (ch.)	14.	K. to Q's 2nd.
15.	Kt. takes Q's R.	15.	K. B. takes Q. Kt's P.
16.	Q. B. takes K's B.	16.	Q. takes Q's B.
17.	P. takes P. (best.)	17.	P. to K. R's 4th.
18.	R. to Q. Kt's sq.	18.	Q. to K. B's 3rd (best.)

And Mr. Jaenisch remarks that White has a bad game through the exposed condition of his King, and his inability to liberate the Knight.

(A.)

Variation on Black's 7th move.

BLACK.



WHITE.

		7.	Q. to K. R's 3rd.
8.	P. to K. R's 4th.	8.	P. to K. B's 3rd.
9.	K. Kt. to K. B's 3rd.	9.	Q. B. to K. Kt's 5th.

This move is necessary to cover the retreat of the Queen should White play 10. K. to K Kt's sq

10. P. to K's 5th (best.)

In the "Analyse Nouvelle" White is here made to play—

10. K. to B's 2nd, which is inferior.

	10. Q's P. takes P.
11. Q's P. takes P.	11. K. B's P. takes P.
12. K. Kt. takes Kt's P.	12. Q's B. takes B. (ch.)
13. Q. takes Q's B.	13. K. Kt. to K's 2nd.
14. Q. to Q. B's 4th.	14. Q. to Q. R's 3rd.
15. Q. Kt. to Q. Kt's 5th.	

And White must win.

(B.)

2nd Variation on Black's 7th move.

	7. Q. Kt. to Q. B's 3rd.
8. Q. Kt. to Q. Kt's 5th.	8. K. to Q's sq.
9. P. to K's 5th.	9. P. to Q. R's 3rd (best.)
10. Q. Kt. to Q. B's 3rd.	10. Q. B. to K. B's 4th (best).
11. K. Kt. to K. B's 3rd.	11. Q. to K. R's 3rd.
12. P. to K. R's 4th.	12. P. to K. B's 3rd.
13. Q. Kt. to Q's 5th (best.)	13. Q. B. to K's 5th (best.)
14. Q. Kt. takes K. B's P. (best.)	14. Q. B. takes K's Kt. (best.)
15. B. takes B.	15. Kt. takes Kt.
16. P. takes Kt.	16. Q. takes K. B's P.
17. R's P. takes P.	17. Q. takes Kt's P.

If 17. $\frac{\text{Q. takes Q's P.}}{}$ 18. $\frac{\text{Q takes Q.}}{\text{Kt. takes Q.}}$ 19. $\frac{\text{K. B. takes Q. Kt's P.}}{}$ and White regains the Pawn.

18. K. R. to K. R's 5th.	18. Q. to K. B's 3rd.
19. P. to Q. B's 3rd.	

White now threatens to take the Kt., and afterwards play—$\frac{\text{Q to K. B's 3rd.}}{}$

	19. B. to K. R's 3rd.

This seems his best move, but play as he will he must lose one of the Pawns.

20. B. takes Kt.	20. P. takes B.
21. Q. to K. B's 3rd.	21. P. to Q's 4th.
22. P. to K. Kt's 3rd.	22. R. to K. B's sq.
23. Q's B. takes P.	23. B. takes B.

24. P. takes B.
25. Q. takes Q.
26. K. to K's 2nd.
27. Q. R. to K. R's sq.

24. Q. takes P.
25. R. takes Q. (ch.)
26. R. to K. B's 2nd.

And White can thus always draw the game.

GAMES

ILLUSTRATIVE OF THE KING'S BISHOP'S GAMBIT.

GAME I.—Between Messrs. Max Lange and Anderssen.—(From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt. to K's 2nd.
7. P. to K. Kt's 3rd.	7. P. takes P.
8. K. to Kt's 2nd.	8. Q. to K. R's 3rd.
9. P. takes P.	9. Q. to K. Kt's 3rd.
10. K. Kt. to B's 3rd.	10. P. to K. R's 3rd.
11. K. R. to K. B's sq.	11. Castles.*
12. K. Kt. to K's 5th.	12. B. takes Kt.
13. P. takes B.	13. Q. Kt. to B's 3rd.
14. K. R. to K. B's 6th.	14. Q. to K. Kt's 2nd.
15. Q. to K. R's 5th.	15. Q. Kt. takes K's P.†
16. K. R. takes K. R's P.	16. Q. Kt. takes B.
17. B. takes K. Kt's P.	17. K. Kt. to K. Kt's 3rd.
18. Kt. to Q's 5th.	18. Q. Kt. to K's 6th (ch.)

Notes by Mr. Max Lange.

* 11. $\frac{\text{K. R. to K. B's sq.}}{}$ seems better, which may be followed by—

12. $\frac{\text{P. to Q. Kt's 3rd}}{\text{P. to Q. R's 3rd}}$, or 12. $\frac{\text{P. to Q's 3rd.}}{}$

† 15. $\frac{\text{K. to K. R's 2nd}}{}$ would perhaps be more prudent, though White would still have a chance of an equally powerful attack by playing B. to K's 3rd, followed by Q. R. to K. B's sq.

19. B. takes Kt.	19. P. to Q's 3rd.
20. Q. R. to K. R's sq.	20. K. R. to K's sq.
21. B. to Q's 4th.*	

And Black resigned.

GAME II.—Between the same players.—(From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to K. Kt's 3rd.	6. P. takes P.
7. K. to Kt's 2nd.	7. Q. to K. R's 3rd.
8. P. takes P.	8. Q. to K. Kt's 3rd.
9. P. to Q's 4th.	9. P. to Q's 3rd.
10. Kt. to K. B's 3rd.	10. P. to K. R's 3rd.
11. K. R. to K. B's sq.	11. Q. B. to K's 3rd.
12. Q. to Q's 3rd.	12. Q. Kt. to Q's 2nd.
13. Q. Kt. to Kt's 5th.	13. K. to Q's sq.
14. B. takes B.	14. Q. takes B.
15. B. takes P. (ch.)	15. B. to K. B's 3rd.
16. B. to K. B's 4th.	16. P. to Q. R's 3rd.
17. Q. to Q. R's 3rd.	17. B. to K's 2nd.
18. P. to Q's 5th.	18. Q. takes K's P.
19. Q. to Q. B's 3rd.	19. P. takes Kt.
20. Q. takes R.	20. Q. Kt. to K. B's 3rd.
21. B. takes K. R's P.	21. K. to Q's 2nd.
22. Q. R. to K's sq.	22. Q. takes Q's P.
23. Q's R. takes B. (ch.)	23. K. takes R.
24. B. to K. Kt's 5th.	

And Black resigns.

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*, Notwithstanding the equality of forces, Black cannot save the game. If 21. Q. takes B., then 22. R. takes Kt (ch.), and wins. If 21. K. to K's 4th. 22. B. takes R. / P. takes B. 23. Kt. to K's 7th (ch.), and 24. Kt takes Kt., and White must win.

GAME III.—Between the same players.—(From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt. to K's 2nd.
7. P. to K. Kt's 3rd.	7. P. takes P.
8. K. to Kt's 2nd.	8. Q. to K. R's 3rd.
9. P. takes P.	9. Q. to K. Kt's 3rd.
10. K. Kt. to B's 3rd.	10. P. to K. R's 3rd.
11. K. R. to K. B's sq.	11. K. R. to K. B's sq.
12. P. to Q. Kt's 3rd.	12. P. to Q's 3rd.
13. P. to K's 5th.	13. B. to K. Kt's 5th.
14. Kt. to Q. Kt's 5th.	14. Kt. to Q. R's 3rd.
15. K's P. takes P.	15. P. takes P.
16. B. to Q. R's 3rd.	16. Castles.
17. Kt. takes Q. R's P. (ch.)	17. K. to Q. Kt's sq.
18. Kt. to Q. Kt's 5th.	18. K. Kt. to K. B's 4th.
19. Q. to Q's 3rd.	19. K. R. to K's sq.
20. Q R. to K's sq.	20. R. takes R.
21. R. takes R.	21. Q. to K. R's 4th.
22. Kt. to K. Kt's sq.	22. Kt. to Q. B's 2nd.
23. Kt. takes Kt.	23. K. B. takes Q's P.
24. Kt. to Q. R's 6th (ch.)	24. K. to Q. R's 2nd.
25. B to Q. B's sq.	25. P. to Q's 4th.
26. Kt. to Q. B's 7th.	26. P. takes B.
27. P. takes P.	27. K's B. takes Kt.
28. Kt. to Q. Kt's 5th (ch.)	28. K. to Q. Kt's 3rd.
29. Q. takes R. (ch.)	29. K. to Q. R's 3rd.
30. Kt. to Q. B's 7th (ch.)	30. K. to Q. R's 2nd.
31. K. takes B.	31. B. to K. B's 6th.
32. B. to K's 3rd (ch.)	32. Kt. takes B.
33. Q. to Q. R's 8th (ch.)	33. K. to Q. Kt's 3rd.
34. Kt. to Q's 5th (ch.)	34. B. takes Kt.
35. R. to Q. Kt's sq. (ch.)	35. K. to Q. B's 4th.
36. Q. to K. B's 8th (ch.)	36. K. to Q's 5th.
37. P. takes B.	37. Q. to K's 7th.
38. R. to Q. Kt's 4th (ch.)	38. K. to Q. B's 6th.
39. Q. to Q. B's 5th (ch.)	39. K. to Q's 7th.
40. Q. to Q's 4th (ch.)	40. K. to Q. B's 8th.
41. Q. to Q. Kt's 2nd (ch.)	

And after the exchange of pieces White finally won through his passed Pawn at Queen's 5th.

GAME IV.—Between Messrs. Jaenisch and Petroff.

WHITE. (Mr. J.)	BLACK. (Mr. P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to B's sq.	4. P. to K. Kt's 4th.
5. Kt. to Q. B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. Kt. to Q. Kt's 5th.	7. Kt. to Q. R's 3rd.
8. B. to K's 2nd.	8. Q. to K. R's 3rd.
9. P. to K. R's 4th.	9. P. to Q. B's 3rd.*
10. Kt. to Q. B's 3rd.	10. Kt. to Q. B's 2nd.
11. Kt. to K. B's 3rd.	11. P. to K. Kt's 5th.
12. Kt. to K's sq.	12. Q. to K. B's 3rd.
13. B. takes K. Kt's P.	13. Q. takes Q's P.
14. Q. takes Q.	14. B. takes Q.
15. B. takes Q's B.	15. Q's R. takes B.
16. B. takes P.	16. B. takes Q's Kt.
17. P. takes B.	17. P. to Q's 4th.
18. P. to K's 5th.	18. Q. Kt. to K's 3rd.
19. Kt. to Q's 3rd.	19. K. Kt. to K's 2nd.
20. Q. R. to Q. Kt's sq.	20. P. to Q. Kt's 3rd.
21. K. to B's 2nd.	21. Kt. takes B.
22. Kt. takes Kt.	22. Kt. to K. Kt's 3rd.
23. P. to K. Kt's 3rd.	23. K. to Q's 2nd.
24. Q. R. to K's sq.	24. Q. R. to K's sq.
25. Kt. to Q's 3rd.	25. P. to K. R's 4th.
26. K. to Kt's 2nd.	26. Q. R. to K's 2nd.
27. K. R. to K. B's sq.	27. P. to Q. B's 4th.
28. Kt. to K. B's 4th.	28. Kt. takes Kt. (ch.)
29. P. takes Kt.	29. K. R. to K. Kt's sq. (ch.)
30. K. to B's 3rd.	30. K. R. to K. Kt's 5th.
31. K. R. to K. R's sq.	31. K. to K's 3rd.†

The Notes to this and the two following Games are by Mr. Jaenisch.

* This is not the proper move, as we have subsequently found out. It would have been better to have played 9. $\frac{\text{P. to K. B's 3rd}}{}$, which would have enabled him to maintain the Gambit Pawn. The defence may be simplified by playing 8. $\frac{\text{K. Kt. to K's 2nd}}{}$, instead of 8. $\frac{\text{Q. to K. R's 3rd.}}{}$ The system adopted by Black in the present game tends to equalise the *partie* by giving up the Gambit Pawn.

† Here Black should have moved 31. $\frac{\text{Q. R. to K's sq.}}{}$, which would have been followed by 32. $\frac{\text{Q. R. to K. Kt's sq}}{\text{Q. R. to K. Kt's sq.}}$ 33. $\frac{\text{R. takes R}}{\text{R. takes R.}}$, and must I think have secured him the victory.

32. Q. R. to K. Kt's sq.	32. K. to B's 4th.
33. R. takes R.	33. P. takes R. (ch.)
34. K. to Kt's 3rd.	34. P. to K. B's 3rd.
35. R. to K's sq.	35. P. takes P.
36. R. takes P. (ch.)	36. R. takes R.
37. P. takes R.	37. K. takes P.
38. K. takes P.	38. K. to B's 3rd.
39. P. to K. R's 5th.	39. P. to Q. Kt's 4th.
40. P. to K. R's 6th.	40. K. to Kt's 3rd.
41. K. to B's 4th.	41. K. takes P.
42. K. to K's 5th.	42. P. to Q. Kt's 5th.
43. K. takes Q's P.*	43. P. takes P.
44. K. takes P.	44. K. to Kt's 4th.
45. K. to Q's 4th.	45. K. to B's 5th.
46. K. takes P.	46. K. to K's 4th.
47. K. to Q. B's 4th.	47. K. to Q's 3rd.
48. K. to Kt's 5th.	48. K. to Q. B's 2nd.
49. K. to Q. B's 5th.	49. K. to Q's 2nd.
50. K. to Q's 5th.	50. K. to Q. B's 2nd.
51. K. to Q. B's 5th.	51. K. to Q's 2nd.
52. K. to Q. Kt's 5th.	52. K. to Q. B's 2nd.†
53. P. to Q. R's 4th.	53. K. to Q. Kt's 2nd.
54. P. to Q. B's 4th.	54. K. to Q. B's 2nd.
55. K. to Q. B's 5th.	55. K. to Q's 2nd.
56. K. to Q. Kt's 5th.	56. K. to Q. B's 2nd.
57. K. to Q. R's 6th.	57. K. to Q. Kt's sq.
58. P. to Q. B's 5th.	58. K. to Q. R's sq.
59. K. to Q. Kt's 5th.	59. K. to Q. Kt's 2nd.
60. P. to Q. R's 5th.	60. K. to Q. B's 2nd.
61. K. to Q. R's 6th.	61. K. to Q. Kt's sq.
62. K. to Q. Kt's 5th.	62. K. to Q. Kt's 2nd.
63. P. to Q. B's 6th (ch.)	63. K. to Q. B's 2nd.
64. K. to Q. B's 5th.	64. K. to Q. B's sq.
65. K. to Q's 6th.	65. K. to Q's sq.
66. P. to Q. B's 7th (ch.)	66. K. to Q. B's sq.

And the game was drawn.

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* White after his move of 35. <u>*R. to K's sq.*</u> had an easy winning game, but here by playing 43. <u>K. takes Q's P.</u> instead of 43. <u>P. takes Q. Kt's P.</u> he falls into a grievous error, and a drawn game is the consequence. The termination is an interesting example of a King and Pawn against King and two Pawns.

† *These "opposition" manœuvres are highly instructive. The* advance of White's Pawns can never be of any avail while Black persists in keeping his Q. R's P. unmoved.

GAME V.—Between Messrs. Schumoff and Jaenisch, played at St. Petersburgh.

WHITE. (Mr. S.)	BLACK. (Mr. J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. Q. Kt. to Q's 5th.	7. K. to Q's sq.
8. P. to K's 5th.	8. Q. Kt. to Q. B's 3rd.*
9. K. Kt. to K. B's 3rd.	9. Q. to K. R's 4th.
10. P. to K. R's 4th.	10. P. to K. R's 3rd.
11. P. to Q. Kt's 4th.†	11. K. Kt. to K's 2nd.
12. Q. Kt. takes Q. B's P.	12. K. takes Q's Kt.
13. K. P. takes Q's P. (ch.)	13. K. takes Q's P.
14. P. to Q. Kt's 5th.	14. Kt. to Q. R's 4th.
15. Q. B. to Q. R's 3rd (ch.)	15. K. to Q's 2nd.‡
16. Kt. to K's 5th (ch.)	16. K's B. takes Kt.
17. Q. takes Q.	17. Q. Kt. takes K's B.
18. B. takes K's Kt §	18. Kt. to K's 6th (ch.)
19. K. to K. B's 2nd.	19. K. takes B.
20. K. R. P. takes K. Kt's P.	20. B. to K. Kt's 5th.
21. Q. to K. R's 4th.	21. B. takes Q's P.

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* This, in our opinion, is the best defence in the present variation of the Bishop's Gambit. The natural move, 8. P. to Q. B's 3rd is inferior, for it would be followed by 9. Kt. to Q. B's 3rd. / P. to Q's 4th. 10. B. to K's 2nd; and the defence of the Gambit Pawn would become extremely difficult in the end.

† An ingenious and subtle preparation for the sacrifice of the Knight on the 12th move.

‡ An incredible error, which, however, we were afterwards enabled to redeem in a manner sufficiently striking. It will be seen, however, that playing the K. to Q. B's 2nd would have been attended by consequences anything but favourable to Black, for suppose 15. K. to Q. B's 2nd. 16. Q. to K's sq., &c. We believe the best resource consists in playing at move 14. K. Kt. to K. B's 4th, instead of Q. Kt. to Q. R's 4th. It is, however, difficult to judge correctly in our own cause.

§ 18. Q. takes K. B's P. or P. takes B would have given White the victory. The fault, 18. B. takes Kt. led immediately to the loss of the game.

22. K. Kt. P. takes K. R's P. (dis. ch.)	22. K. to K. B's sq.
23. Q. to K. Kt's 5th.	23. Kt. to K. B's 4th (dis. ch.)
24. K. to his sq.*	24. Q. R. to K's sq. (ch.)
25. K. to Q's 2nd.	25. K. R. to K. Kt's sq.
26. Q. takes Kt.†	26. K. B. to K's 6th (ch.)

And wins.

GAME VI.—Between Messrs. Jaenisch and Schumoff, consulting, against Prince Demetrius Ouroussoff and Mr. Von Mikailoff.

WHITE. (Messrs. J. and S.)	BLACK. (Prince D. O. and Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. K. Kt. to K. B's 3rd.‡
5. K. Kt. to K. B's 3rd.	5. Q. to K R's 4th.
6. P. to Q's 4th §	6. P. to Q's 4th.‖
7. P. to K's 5th.	7. Q. P. takes K's B.
8. K. P. takes K's Kt.	8. Q. B to K's 3rd.
9. B. takes K. B's P.	9. Kt. to Q R's 3rd.
10. B. to K's 5th.	10. K. R. to K. Kt's sq.
11. P. takes K. Kt's P.	11. K's B. takes P.
12. Q. Kt. to Q's 2nd.	12. Castles on Q's side.
13. P. to Q. B's 3rd.	13. P. to K. B's 3rd.
14. B. to K. Kt's 3rd.	14. Q. R. to K's sq.
15. K. to K. B's 2nd.	15. K. B. to K. R's 3rd.
16. K. R. to K's sq.	16. P. to K. B's 4th.¶

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* 24. K. to B's sq. would have been followed by 24. Kt. to Kt's 6th (ch.)
25. K. to his sq / B to Q. B's 6th (ch) 26. K to B's 2nd / Kt. to K's 6th (ch), &c.

† 26. P to K. R's 7th would have been of no avail, on account of
26. R takes Q 27. P Queens / B. takes Q., &c.

‡ This sortie of the Knight, *after the Queen has given check*, followed by the sacrifice of the Queen's Pawn, constitutes the best defence against this Gambit in the opinion of Prince D. Ouroussoff.

§ A move not at all hazardous, because Black cannot take the King's Pawn without deranging their game. White's first fault in this *partie* was playing 7. P. to K's 5th instead of taking the Queen's Pawn with their Bishop.

‖ The *coup juste* as we have before observed.

¶ By the judicious advance of this Pawn Black place their opponents in a position of serious embarrassment.

17. K. R. to K's 5th.	17. Q. to K. B's 2nd.
18. Q. to Q. B's 2nd.	18. P. to K. B's 5th.
19. B. to K. R's 4th.	19. Kt. to Q. Kt's sq.*
20. Q. R. to K's sq.	20. Kt. to Q's 2nd.
21. K. R. to K's 2nd.	21. Kt. to Q. Kt's 3rd.
22. K. to K. Kt's sq.	22. Q. to K. Kt's 2nd.
23. K. Kt. to K's 5th.	23. K. to Q. Kt's sq.
24. Q. Kt. to K. B's 3rd.	24. Q. R. to K. B's sq.
25. K. Kt. to Q. B's 6th (ch.)	25. Q. Kt. P. takes K's Kt.
26. K. R. takes Q's B.	26. Kt. to Q's 4th.
27. B. to K's 7th.	27. Q. R. to K. B's 4th.
28. Q. R. to K's 2nd.	28. Q. to K. Kt's 5th.
29. P. to K. R's 3rd.†	29. Q. takes K. R's P.

* However tardy and methodical this retreat of the Knight may appear, it seemed to render Black's game impregnable.

† White had agreed to execute the manœuvre which follows, and which would have insured them at least a drawn game, but by an inconceivable oversight at the moment before making the right move, they thought to obtain an advantage by sacrificing their K. R's P. and afterwards playing Kt. to K. R's 4th, a mode of play which could only be successful against inexperienced players. Here follows the variation originally intended:—

29. Q. to Q. R's 4th.	29. Kt. to K's 6th.
30. Q. takes Q. B's P.	30. Kt. takes K. Kt's P.
31. B. to K. Kt's 5th.	31. Kt. to K. R's 5th (dis. ch.) or (A).
32. K. to B's 2nd.	32. Q. to K. Kt's 7th (ch.)
33. K. to K's sq.	33. Kt. takes Kt. (ch.)
34. K. to Q's sq.	34. Q. to K. B's 8th (ch.)
35. K. to Q. B's 2nd.	35. Kt. to K's 8th (ch.)
36. R. takes Kt.	36. Q. to Q's 6th (ch.)
37. K. to Q. B's sq.	

And White must win.

(A.)

	31. Kt. to K's 8th (dis. ch.) or (B).
32. K. to B's sq.	32. Q. takes Kt. (ch.)
33. Q. takes Q.	33. Kt. takes Q.
34. B. takes B.	

And wins.

(B.)

	31. Kt. to K's 6th (dis. ch.)
32. K. to K. R's sq.	32. Q. to K. R's 6th.
33. K. R to K's 7th.	33. K. R. to Q. B's sq
34. Kt. to K. Kt's sq.	34. Q. to K. Kt's 5th.
35. Q's R. takes Kt.	35. P. takes R. (best).
36. B. takes B., &c.	

30. Kt. to K. R's 4th.	30. Q. R. to K. B's 2nd.
31. B. to Q. B's 5th.	31. P. to K. B's 6th.*
32. K. R. to K's 8th (ch.)	32. K. to Q. Kt's 2nd.
33. Kt. takes P.	33. K. R. takes K. Kt's P. (ch.)
34. Q. R. takes K's R.	34. B. to K's 6th (ch.)
35. K's R. takes B.	35. Kt. takes K's R.

And White resigns.

GAME VII.—Between Messrs. Petroff and Siewielunski.

WHITE. (Mr. S.)	BLACK. (Mr. P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. K. Kt to K's 2nd.
7. K. Kt. to K. B's 3rd.	7. Q. to K. R's 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. K. Kt. to K's 5th.†	9. Q. takes Q. (ch.)
10. Q's Kt. takes Q.	10. K. B. takes K's Kt.
11. Q. P. takes K's B.	11. K. Kt to K. Kt's 3rd.
12. P. takes K. Kt's P.	12. P. takes K. Kt's P.
13. K. R. takes K's R. (ch.)	13. K. Kt. takes K's R.
14. P. to K. Kt's 3rd.	14. K. Kt. to K. Kt's 3rd.
15. P. takes K. B's P.	15. P. takes K. B's P.
16. Kt. to K. B's 2nd.	16. Q. Kt. to Q. B's 3rd.
17. Kt. to K. Kt's 4th.	17. Q. Kt. takes K's P.
18. Kt. takes Q's Kt.	18. Kt. takes Kt.
19. K. B. to Q's 3rd.	19. Kt. to K. Kt's 3rd.‡
20. K. to K. B's 2nd.	20. P. to Q's 3rd.
21. K. to K. B's 3rd.	21. B. to K's 3rd.
22. Q. B. takes K. B's P.	22. Kt. takes Q's B.
23. K. takes Kt.	23. K. to K's 2nd.
24. P. to Q. Kt's 3rd.	24. P. to Q. R's 4th.
25. P. to Q. R's 4th.	25. R. to K. R's sq.
26. R. to K. Kt's sq.	26. K. to K. B's 3rd.
27. K. to K's 3rd.	27. P. to Q. B's 3rd.
28. R. to K. B's sq. (ch.)§	28. K. to K's 4th.

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* After this move White's game is untenable.

† Too precipitate. K. to K. Kt's sq. is much better play.

‡ Black has now gained another Pawn in addition to the Gambit Pawn; the question is, can he keep both?

§ Imprudent—permitting the Black King to advance into the middle of the board without danger.

29. R. to K. B's 3rd.	29. R. to K. R's 4th.*
30. R. to K. Kt's 3rd.	30. P. to Q's 4th.
31. P. takes Q's P.	31. P. takes P.
32. B. to K's 2nd.	32. R. to K. R's 6th.
33. R. takes R.	33. B. takes R.
34. P. to Q. B's 3rd.	34. P. to B's 4th.
35. K. to Q's 3rd.	35. P. to K. B's 5th.
36. B. to K B's 3rd.	36. B. to K. B's 4th (ch.)
37. K. to Q's 2nd.	37. B. to K's 5th.†
38. B to K. Kt's 4th.	38. P. to Q's 5th.
39. P. to Q. Kt's 4th.	39. Q. R. P. takes Q. Kt's P.
40. Q. B. P. takes Q. Kt's P.	40. P. to Q's 6th.
41. P. to Q. Kt's 5th.	41. K. to Q's 5th ‡
42. P. to Q. R's 5th.§	42. P. to K. B's 6th.
43. P. to Q. R's 6th.	43. P. to Q. Kt's 3rd.
44. P. to Q. R's 7th.	44. P. to K. B's 7th.
45. B. to K. R's 3rd.	45. K. to Q. B's 4th.
46. B. to K. B's sq.	46. K. takes Q. Kt's P.
47. K. to K's 3rd.	47. K. to Q. R's 3rd.
48. P. to Q. R's 8th, becoming a Queen (ch.)	48. B. takes Q.
49. B. takes Q's P. (ch.)	49. K. to Q. R's 4th.
50. K. takes K. B's P.	

And the game was ultimately drawn.

GAME VIII.—Between Messrs. Pindar and Kipping.

WHITE. (Mr. P.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. K. Kt. to K. B's 3rd.	7. Q. to K. R's 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. P. to K's 5th.	9. K. Kt. to K's 2nd.‖

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* I should have preferred 29. P. to Q's 4th at once.

† Mr. Petroff conducts this termination with his usual ability, but by exchanging Rooks he seems to have lessened his opportunity of winning. In fact, with only a Bishop on each side it requires considerably more than the advantage of a Pawn to render victory certain.

‡ I suspect that 41. P. to Q Kt's 3rd would have been more troublesome to White than 41. K. to Q's 5th.

§ The right move.

‖ Not so good as 9. Q. P. takes K's P.

10. K. to K. Kt's sq.*	10. P. to K. Kt's 5th.
11. Q. Kt. to Q. Kt's 5th.	11. K. to Q's 2nd.
12. K. P. takes Q's P.	12. Q. B's P. takes P.
13. K. Kt. to K's 5th (ch.)	13. K. B. takes K's Kt.†
14. Q. P. takes K's B.	14. Q. takes K's P.
15. Q. takes K. Kt's P. (ch.)	15. K. to Q. B's 3rd.
16. Q. to K. B's 3rd (ch.)	16. K. to Q's 2nd.
17. Q. B. takes K. B's P.	17. Q. to Q. B's 4th (ch.)
18. K. to K. R's 2nd.	18. Q. takes K's B.
19. Kt. takes Q's P.	19. Q. to Q's 4th.
20. Kt. to K's 4th.	20. Q. to Q. B's 3rd.‡
21. Q. R. to Q's sq. (ch.)	21. K. to K's sq.
22. Q. R. to Q's 6th.	22. Q. to Q. R's 5th.
23. B. to K's 5th.	23. K. Kt. to K. B's 4th.
24. Kt. to K. B's 6th (ch.)	24. K. to K. B's sq.
25. Q. R. to Q's 8th (ch.)	25. K. to K's 2nd.
26. Q. R. takes K's R.	26. Q. takes K. R's P. (ch.)
27. Q. to K. R's 3rd.	27. Q. takes Q. (ch.)
28. K. Kt's P. takes Q.	28. K. to K's 3rd.
29. Q. R. to K's 8th (ch.)	29. K. Kt. to K's 2nd.
30. B. to Q. B's 3rd.	30. Q. Kt to Q. B's 3rd.
31. K. R. to K's sq. (ch.)	31. K. to Q's 3rd.
32. Q. R. takes K's Kt.	32. Kt. takes Q's R.
33. B. to Q. Kt's 4th (ch.)	

And Black resigns.

GAME IX.—Played by Correspondence between the Clubs of Cambridge and Newcastle.

WHITE. (Cambridge.)	BLACK. (Newcastle.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. Q. Kt. to Q. B's 3rd.§
5. P. to Q's 4th.	5. P. to Q's 3rd.‖
6. Q. Kt. to Q. B's 3rd.	6. P. to K. Kt's 4th.

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* He should have played 10. $\frac{\text{K. P. takes Q's P.}}{}$, and if 10. $\frac{\text{Q. B's P. takes P.}}{}$ 11. $\frac{\text{Q Kt. to Q Kt's 5th.}}{}$

† He evidently could not take the Knight with the Pawn.

‡ It would have been better to have retreated his Queen to this square on the previous move.

§ This is perhaps Black's best move, supposing him to have resolved on abandoning the Gambit Pawn.

‖ 5. $\frac{\text{P. to K. Kt's 4th}}{}$ would have been better.

7. K. Kt. to K. B's 3rd.	7. Q. to K. R's 4th.
8. Q. Kt. to Q's 5th.	8. K. to Q's sq.
9. P. to K. R's 4th.	9. P. to K. B's 3rd.*
10. K. to K Kt's sq.	10. Q. to K. Kt's 3rd.
11. P. to K's 5th.†	11. Q. B. to K. Kt's 5th.‡
12. K. P takes K. B's P.	12. K's Kt. takes P.
13. K. R's P. takes P.	13. Q's B. takes Kt.
14. Q. takes B.§	14. Kt. takes Kt.
15. Q. takes Kt.	15. Q. takes Q. B's P.
16. Q's B. takes P.	16. Q. takes Q. Kt's P.‖
17. R. to Q's sq.	17. Kt. to K's 2nd.¶
18. Q. to K's 4th.	18. Q. to Q. Kt's 5th.**
19. Q. B. to K's 5th.††	

And Black resigned.

Game X.—Between Delta and Gamma.

White. (Delta.)	Black. (Gamma.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)

---

* 9. K. B. to K. Kt's 2nd seems preferable.

† A strong move. Effectually breaking up the Pawns on the Black King's side.

‡ If 11. P. to K. Kt's 5th. 12. Q. Kt. takes P., at K. B's 4th. Q. to K. B's 4th. 13. B. to Q's 3rd Q. to Q's 2nd. 14. P. to K's 6th. Q. to K's sq. 15. P. to Q's 5th. P. takes Kt. 16. P. takes Kt. P. takes K. Kt's P. 17. R. to K. B's 2nd. If now 17. B. takes K's P., White may capture the Q. Kt's P., and then take Pawn with Rook, threatening to win a piece afterwards by playing R. to K's 2nd, &c., and if 17. Q. Kt's P. takes P. or 17. Q. takes Q. B's P. White can take the Pawn with Rook, and will apparently maintain their troublesome K's Pawn.

§ A still more interesting variation would arise from— 14. Kt. takes K. B's P. B. takes Q 15. Kt. takes Q P. takes Kt. 16. R. takes R K. Kt. to Q's 2nd. White is inferior in force, but has what many would deem a counterpoise in position.

‖ The two last moves of Black, irretrievably compromise their game.

¶ Could they have done better?

** Fatal.

†† The *coup de grace*.

4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Kt. to Q. B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to K. Kt's 3rd.	6. P. takes P.
7. K. to K. Kt's 2nd.	7. Q. to K. R's 3rd.
8. P. takes P.	8. Q. to K. Kt's 3rd.
9. P. to Q's 4th.	9. P. to K. R's 3rd.
10. Kt to K. B's 3rd.	10. Kt. to K's 2nd.
11. Q. to Q's 3rd.	11. P. to Q's 3rd.
12. Q. B. to K's 3rd.	12. Castles.
13. Q. R to K B's sq.	13. P. to Q. B's 3rd.
14. Q. to Q's 2nd.	14. B. to K. Kt's 6th.
15. Kt. takes K. Kt's P.*	15. P. takes Kt.
16. Q's B takes P.	16. Kt. to Q. B's sq.
17. R. to K. R's 4th.	17. B. to K's 3rd.
18. P. to Q's 5th.	18. P. takes P.
19. P. takes P.	19. B. to K. B's 4th.
20. Q's R. takes B.†	20. Q. takes R.
21. B. to Q's 3rd.	21. B. takes Kt.
22. Q. takes B.‡	

And White wins.

Game XI.—Between Mr. Lowenthal and Gamma.

WHITE. (Gamma.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. Q Kt. to Q. B's 3rd.
5. P. to Q's 4th.	5. P to K. Kt's 4th.
6. Q. Kt. to Q. B's 3rd.	6. K. B. to K. Kt's 2nd.
7. P. to K's 5th.	7. P. to Q R's 3rd §
8. Kt. to Q's 5th.	8. K. to Q's sq.
9. P. to Q. B's 3rd.	9. K. Kt. to K's 2nd.

---

* Cleverly conceived. White gains two Pawns for his piece and puts the adversary's two Knights and the Q's R. completely *hors de combat.*

† Very well played. The game is virtually won from this point.

‡ Instead of this move he might have played thus :—

22. R to K R's 8th (ch.) / K. takes R. (If 22. ——— / B. takes R. 23. B takes Q / B. to K Kt's 3rd. 24. Q. to K's 2nd / ———, and wins.) 23. Q takes B. (ch.) / Q to K's 4th 24. B to K B's 6th (ch.) / ———

and White wins.

§ Black gives his opponent too much time by this move. In the Gambits a lost move, whether in attack or defence, is seldom retrievable.

10. K. Kt. to K. B's 3rd.	10. Q. to K. R's 4th.
11. K. to K. Kt's sq.	11. Kt. to K. B's 4th.*
12. P. to K. R's 4th.	12. K. Kt. takes K. R's P.
13. R. takes Kt.†	13. P. takes R.
14. Q. Kt. takes K. B's P.	14. Q. to K. Kt's 5th.
15. B. takes K. B's P.	15. B. to K. B's sq.†
16. B. to K. R's 5th.	16. Q. to K. Kt's 6th.
17. Kt. to K. Kt's 5th.	17. Kt. takes K's P.§
18. P. takes Kt.	18. B to Q. B's 4th (ch.)
19. K. to R's sq.	19. K. to K's 2nd.
20. Kt. to Q's 5th (ch.)	20. K. to B's sq.
21. Kt. to K's 6th (ch.)	21. P. takes Kt.
22. B. to K. R's 6th (ch.)	

And Black surrenders.

GAME XII.—Between Messrs. Mayet and Wolff.

WHITE. (Mr. W.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K B. to Q B's 4th.	3. Q to K R's 5th (ch)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Kt. to Q. B's 3rd.	5. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. Kt to K's 2nd.‖
7. P. to K. Kt's 3rd ¶	7. P. takes P.
8. K. to Kt's 2nd.	8. Q. to K. R's 3rd.
9. P. takes P.**	9. Q. to K. Kt's 3rd.
10. Kt. to K. B's 3rd.	10. P. to K. R's 3rd.
11. B. to Q's 3rd.	11. P. to Q. Kt's 3rd.
12. P. to K's 5th.	12. P. to K. B's 4th.
13. P. takes P. (*en passant*).	13. Q. takes P.
14. K. R. to K's sq.	14. B. to Q. Kt's 2nd.
15. B. to K's 4th.	15 P. to Q. B's 3rd.
16. K. Kt to K's 5th.	16. Castles.
17. Q. B. to K's 3rd.	17. P. to Q's 4th.
18. B. to Q's 3rd.	18. P. to Q. B's 4th.

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* Better to have taken off the Q's Kt.

† The K. R's P. was thrown forward by White with the intention of risking this sacrifice, which seems quite sound.

‡ Black seems to have no good move at this point.

§ It is quite immaterial what he plays.

‖ To avoid the "Petroff-Attack."

¶ McDonnell used to play P. to K. Kt's 3rd at the 6th move, before the advance of the Q's P.

** K. Kt., to K. B's 3rd is rather stronger in the opinion of Mr. Jaenisch.

19. K. R. to K. B's sq.	19. Q. to K's 3rd.
20. R. takes R (ch.)	20. K. takes R.
21. Q. to K. B's 3rd (ch.)*	21. K. to Kt's sq.
22. R. to K. B's sq.	22. Q. Kt to Q. R's 3rd.
23. Q. B. takes K. Kt's P.†	23. R. to K. B's sq.
24. Q. B. to K. B's 4th.	24. P. takes Q's P.
25. Q. Kt. to Q. Kt's 5th.	25. B. takes K's Kt.
26. R. to K's sq.	26. K. Kt to Q. B's 3rd.
27. Q. to K. R's 5th.	27. Q. Kt. to Q. B's 4th.
28. Q. B. takes B.	28. Kt. takes K's B.
29. P. takes Kt.	29. Q. to K. B's 4th.
30. Q. takes Q.	30. R. takes Q.
31. B. takes P.‡	31. P. to Q. R's 3rd.
32. R. to K's 8th (ch.)	32. R to B's sq.
33. R. takes R. (ch.)	33. K. takes R.
34. Kt. to Q's 6th.	34. Kt. takes B.
35. Kt. takes B.	35. K to K's 2nd.
36. P. to Q. R's 4th.	36. Kt. to Q. Kt's 6th.
37. P. to Q's 4th.§	37. K. to Q's 2nd.
38. P. to Q. R's 5th.	38. K. to Q B's 2nd.
39. Kt. to Q's 8th.	39. K. takes Kt.
40. P. takes P.	40. Kt. takes Q's P.

And White resigned.

GAME XIII.—Between Capt. Kennedy and Mr. Wyvill, M.P.

BLACK. (Mr. W.)	WHITE. (Capt. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. Q. Kt. to Q's 5th.	7. K. to Q's sq.
8. K. Kt. to K. B's 3rd.	8 Q. to K. R's 4th.
9. P. to Q. B's 3rd.	9. P. to Q B's 3rd.
10. Q. to Q. Kt's 3rd.‖	10. K. Kt. to K. R's 3rd.

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* I should have preferred playing the Queen to K. R's 5th.

† Well played, for if Black take the Bishop he must lose.

‡ This is an error, the effects of which soon become evident.

§ P. to Q. R's 5th would have saved the Knight, but not the game.

‖ This is quite a novel feature in the attack of this beautiful opening, and it reflects great credit upon Mr. Wyvill's invention. If the Knight is taken, it will be observed that Black attacks both the Q. Kt's P. and the K. B's P., in each case threatening to win a piece in return for the one sacrificed, or failing that, to gain an equivalent advantage in the strength of his position.

11. P. to K. R's 4th.	11. P. to K. B's 3rd.
12. K. to K. Kt's sq.	12. Q. to K. Kt's 3rd.
13. K. R. P. takes K. Kt's P.	13. K. B. P. takes P.
14. Q. Kt. to Q. Kt's 4th.	14. Q. B. to K. Kt's 5th.
15. Q. Kt. to Q's 3rd.	15. P. to Q. Kt's 4th.*
16. K. B. takes Q. Kt's P.	16. Q. B. P. takes K's B.
17. Q. to Q's 5th.	17. Q. B. takes K's Kt.
18. K. Kt. P. takes Q's B.	18. Q. Kt. to Q. B's 3rd.
19. Q. takes Q's Kt.	19. Q. R. to Q. B's sq.
20. Q. to Q's 5th.	20. K. R. to K. B's sq.
21. Kt. to Q. B's 5th.	21. K. R. to K's sq.
22. K. R. to K. R's 5th.†	22. Kt. to K. B's 2nd.‡
23. Kt. to Q. Kt's 7th (ch.)	23. K. to K's 2nd.
24. K. R. to K. R's 2nd.	24. Q. R. to Q. B's 2nd.
25. B. to Q's 2nd.	25. P. to K. R's 4th.
26. Q. R. to K's sq.	26. K. to K. B's sq.
27. Kt. to Q. R's 5th.	27. P. to Q. R's 3rd.
28. P. to Q. B's 4th.§	28. Q. to K's 3rd.
29. Q. takes Q.	29. B. takes Q's P. (ch.)
30. B. to K's 3rd.	30. B. takes B. (ch.)
31. Q's R. takes B.	31. K's R. takes Q.
32. Q. R. to Q. B's 3rd.	32. P. to Q. Kt's 5th.
33. Q. R. to Q. B's 2nd.	33. Kt. to K's 4th.
34. K. R. takes K. R's P.	34. Kt. takes K. B's P. (ch.)
35. K. to B's 2nd.	35. Kt. to Q's 5th.
36. Q. R. to Q's 2nd.	36. K. R. takes K's P.
37. K. R. takes K. Kt's P.	37. Q. R. to Q. B's 4th.
38. K. R. *takes Q's R.*	38. *Q's P. takes R.*
39. Kt. to Q. Kt's 7th.	39. Kt. to K's 3rd.
40. P. to Q. Kt's 3rd.	40. R to Q's 5th.
41. R. to K's 2nd.	41. K. to K. B's 2nd.
42. K. to K. B's 3rd.	42. K. to K. B's 3rd.
43. R. to K. R's 2nd.	43. K. to K B's 4th.‖
44. Kt. takes Q. B's P.	44. Kt. to K. Kt's 4th (ch.)
45. K. to K's 2nd.	45. R. to Q's sq.
46. R. to K. R's 6th.	46. P. to K. B's 6th (ch.)
47. K. to K's sq.	47. R. to K's sq. (ch.)
48. K. to K. B's sq.	48. K. to K. Kt's 5th.
49. R. to K. R's 2nd.	49. P. to Q. R's 4th.

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* Premature. He should first have moved his K. to Q. B's 2nd.

† Be assured that White is too wary to stoop to this lure.

‡ It is easy to see that if White had taken the Rook, he would have been mated next move; and that if he had taken off the Knight first, *and then captured the Rook, his adversary* could have drawn the game at least.

§ This move enables White to extricate himself from most of his difficulties, since he can now compel a change of Queens.

‖ Inconsiderate, as it loses a valuable Pawn.

50. R. to Q's 2nd.	50. K. to K. Kt's 6th.
51. R. to Q's 5th.	51. Kt. to K. R's 6th.
52. R. to Q's 2nd.	52. Kt to K. B's 5th.
53. R. to Q's 4th.	53. Kt. to K's 7th.
54. Kt. to K's 4th (ch.)	54. K. to K. B's 5th.
55. Kt. to Q's 6th (dis. ch.)	55. Kt. takes R.
56. Kt. takes R.	56. Kt. to K's 7th.
57. Kt. to K. B's 6th.*	57. K. to K's 6th.
58. Kt. to Q's 5th (ch.)	58. K. to Q's 5th.
59. Kt. to K's 7th.	59. K. to Q. B's 4th.
60. Kt. to K. Kt's 6th.	60. Kt. to Q. B's 6th.
61. Kt. to K. R's 4th.	61. P. to K. B's 7th.
62. K. takes K. B's P.	62. Kt. takes Q. R's P.
63. Kt. to K. B's 3rd.	63. Kt. to Q. B's 8th.
64. Kt. to Q's 2nd.	64. K. to Q's 5th.
65. K. to K's sq.	65. K. to Q. B's 6th.
66. K. to Q's sq.	66. Kt. takes Q. Kt's P.
67. Kt. takes Kt.	67. K. takes Kt.
68. P. to Q. B's 5th.	68. P. to Q. R's 5th.
69. P. to Q. B's 6th.	69. P. to Q. R's 6th.
70. P. to Q. B's 7th.	70. P. to Q. R's 7th.
71. P. to Q. B's 8th (Queening).	71. P. Queens checking.
72. Q. to Q. B's sq.	72. Q. takes Q. (ch.)

And Black resigns.

GAME XIV.—Between Messrs. Mucklow and Ranken.

WHITE. (Mr. M.)†	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to K. R's 5th (ch.)
4. K. to K. B's sq.	4. P. to K. Kt's 4th.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to K. Kt's 2nd.
6. P. to K's 5th.	6. Q. Kt. to Q. B's 3rd.‡
7. K. Kt's to K. B's 3rd.	7. Q. to K. R's 4th.
8. P. to Q's 4th.	8. K. Kt. to K's 2nd.
9. Q. Kt. to K's 4th.	9. P. to K. R's 3rd.
10. Q. Kt. to K. B's 6th (ch.)	10. B. takes Kt.
11. P. takes B.	11. K. Kt. to K. B's 4th.

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* The play on both sides throughout this critical ending will well repay the student for his time and labour in examining it.

† This is not the amateur who took part in the Chess Tournament of 1851.

‡ I find a note appended to this move by one of the players:—"P. to K. B's 6th is the proper move."

12. P. to Q's 5th.	12. Q. Kt. to K's 4th.
13. Q. to K's sq.	13. K. Kt. to K's 6th (ch.)
14. B. takes Kt.	14. Kt. takes Kt.
15. P. takes Kt.	15. P. takes B.

White mates in five moves.

GAME XV.—Between Messrs. Morphy and Schulten.

WHITE. (Mr. S.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to Q's 4th.
4. P. takes Q's P.*	4. K. B. to Q's 3rd.
5. Q. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.
6. P. to Q's 4th.	6. Castles.
7. K. Kt. to K's 2nd.	7. P. to K. B's 6th.†
8. P. takes P.	8. K. Kt. to K. R's 4th.
9. P. to K. R's 4th.	9. K. R. to K's sq.
10. Q. Kt. to K's 4th.	10. K. B. to K. Kt's 6th (ch.)
11. K. to Q's 2nd.‡	11. K. B. to Q's 3rd.
12. K. to Q. B's 3rd.	12. P. to Q. Kt's 4th.§
13. B. takes P.	13. P. to Q. B's 3rd.
14. Q's Kt. takes B.	14. Q. takes Kt.
15. K. B. to Q. R's 4th.	15. B. to Q. R's 3rd.
16. K. R. to K's sq.	16. Q. Kt. to Q's 2nd.
17 P. to Q. Kt's 3rd.	17. Q. Kt. to Q. Kt's 3rd.
18. K. B. takes Q. B's P.	18. Q. R. to Q. B's sq.
19. K. to Q's 2nd.‖	19. Q's R. takes B.
20. P. takes R.	20. B. takes Kt.
21. R. takes B.	21. Q. takes Q's P. (ch.)
22. K. to K's sq.	22. Q. to K. Kt's 8th (ch.)
23. K. to Q's 2nd.	23. R. to Q's sq. (ch.)
24. K. to Q. B's 3rd.	24. Q. to Q. B's 4th (ch.)
25. K. to Q. Kt's 2nd.	25. Kt. to Q. R's 5th (ch.)

And White resigns.

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* Not so strong as 4. $\frac{\text{K's B. takes P.}}{\quad}$, and if 4. $\frac{\text{K. Kt. to B's 3rd.}}{\quad}$ 5. $\frac{\text{Q. Kt. to B's 3rd}}{\quad}$, or 5. $\frac{\text{Q. to K. B's 3rd.}}{\quad}$

† A sacrifice quite characteristic of Morphy's style.

‡ If 11. $\frac{\text{K. to K. B's sq.}}{\quad}$, Black could play 11. $\frac{\quad}{\text{R. takes Kt.}}$ with advantage.

§ The usual sacrifice again.

‖ If 19. $\frac{\text{K to Q. Kt's 2nd}}{\quad}$, then 19. $\frac{\quad}{\text{R. takes B.}}$ 20. $\frac{\text{P. takes R.}}{\text{B. takes Kt.}}$ 21. $\frac{\text{R. takes B.}}{\text{Kt. to Q. R's 5th (ch)}}$

GAME XVI.—Between Messrs. Spreckley and Mongredien.

WHITE. (Mr. S.)	BLACK. (Mr. M.)
1. P. *to* K's 4th.	1. P. *to* K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K's B. to Q. B's 4th.	3. P. to Q. Kt's 4th.
4. K. B. takes Q. Kt's P.	4. P. to Q. B's 3rd.
5. K. B. to Q. B's 4th.	5. Q. B. to Q. R's 3rd.*
6. K. B. takes Q's B.	6. Q. Kt. takes K's B.
7. K. Kt. to K. B's 3rd.	7. P. to K. Kt's 4th.
8. P. to Q's 4th.†	8. P. to K. Kt's 5th.
9. K. Kt. *to K's 5th.*	9. Q. *to K. R's 5th (ch.)*
10. K. to K. B's sq.	10. P. to K. B's 6th.
11. P. takes P.	11. P. to K. Kt's 6th.
12. K. to Kt's 2nd.	12. P. takes P.
13. R. takes P.	13. Q. to K. B's 3rd.
14. P. to Q. B's 3rd.	14. K. B's to Q's 3rd.
15. K. Kt. to K. Kt's 4th.	15. Q. to K. Kt's 3rd.
16. P. to K's 5th.	16. B. to K's 2nd.
17. K. *to* B's *2nd.*	17. P. *to* K. *R's 4th.*
18. K. Kt. to K's 3rd.	18. Q. Kt. to Q. B's 2nd.
19. Q. to K. Kt's sq.‡	19. B. to K. Kt's 4th.
20. R. to K. Kt's 2nd.	20. B. takes Kt. (ch.)
21. B. takes B.	21. Q. to K. R's 2nd.
22. Kt. to Q. R's 3rd.§	22. Q. Kt. to K's 3rd.
23. Q. to Q. Kt's sq.‖	23. K. Kt. to K's 2nd.
24. Q. takes Q.	24. R. takes Q.
25. Kt. *to* Q. B's 4th.	25. Castles.
26. Kt. to Q's 6th (ch.)	26. K. to Kt's sq.
27. P. to K. B's 4th.	27. P. to K. R's 5th.
28. Q. R. to K. R's sq.	28. P. to K. R's 6th.
29. K. R. to K. R's 2nd.	29. Q. R. to K. R's sq.
30. Q. R. to K. Kt's sq.	30. K. Kt. to Q's 4th.
31. K. to K. B's 3rd.	31. K. to Q. B's 2nd.

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* This is an unusual defence, but one that may be ventured without danger.

† *White played thus in preference to Castling, that he might in* some measure confine the adverse Q's Kt.

‡ Having a Pawn more than his adversary, Mr. Spreckley thinks it expedient to exchange off the chief pieces as speedily as he can with safety.

§ 22. Kt. to Q's 2nd would have been a much better move I believe, because he might afterwards have played the Kt. to K's 4th; with his Kt. at Q's 2nd, too, White could always play his K. R. to K. Kt's 7th—a move evidently full of peril to his adversary.

‖ With so fine a position White might surely have done better than this. Exchanging Queens rather tends to free Black's game.

32. B. to Q's 2nd.	32. P. to K. B's 3rd.
33. P. to Q. B's 4th.*	33. P. takes K's P.
34. P. takes Kt.	34. Kt. takes Q's P. (ch.)
35. K. to K's 4th.	35. Q. B's P. takes P. (ch.)
36. K. to K's 3rd.†	36. K. takes Kt.
37. P. takes P. (ch.)	37. K. takes P.
38. B. to Q. B's 3rd.	38. R. to K. R's 5th.
39. R. to K. Kt's 5th (ch)	

And Black surrendered.

GAME XVII.—Between Messrs. Heydebrand and Goltz.

WHITE. (Mr. G.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to Q's 4th.
4. K. P. takes P.	4. K. B. to Q's 3rd.
5. K. Kt. to K. B's 3rd.	5. Q. Kt. to Q's 2nd.
6. P. to Q's 4th.	6. Q. Kt. to Q. Kt's 3rd.
7. Q. to K's 2nd (ch.)	7. K. Kt. to K's 2nd.
8. Castles.	8. Castles.
9. Q. Kt. to Q. B's 3rd.	9. Q. B. to K. Kt's 5th.
10. B. to Q. Kt's 3rd.	10. P. to Q. R's 4th.
11. P. to Q. R's 3rd.	11. P. to Q. R's 5th.
12. B. to Q. R's 2nd.	12. P. to K. Kt's 4th.
13. K. to R's sq.	13. P. to K. B's 3rd.
14. Q. to K. B's 2nd.	14. Kt. to K. B's 4th.
15. Kt. to Q. Kt's 5th.	15. R. to Q. R's 4th.
16. P. to Q. B's 4th.	16. R. takes Q's Kt.‡
17. P. takes R.	17. Q. to K's sq.
18. B. to Q's 2nd.	18. Kt. to K. Kt's 6th (ch.)
19. P. takes Kt.	19. P. takes P.
20. Q. to K. Kt's sq.	20. Q. to K. R's 4th (ch.)
21. Kt. to K. R's 2nd.	21. B. to K's 7th.
22. K. R. to K's sq.	22. R. to K's sq.
23. B. to Q. Kt's 4th.	23. R. to K's 5th.
24. B. takes B.	24. P. takes B.
25. R. takes B.	25. R. to K. R's 5th.§
26. R. to K's 8th (ch.)	26. K. to Kt's 2nd.
27. R. to K's 7th (ch.)	27. K. to R's 3rd.

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* I should have preferred advancing the K. B's P.

† The termination is very well played by White.

‡ Preparatory to a manœuvre on the King's side by which Black gains an irresistible attack, and finally wins the game.

§ All this is in the best style.

28. R. takes K. R's P. (ch.)	28. K. takes R.
29. Q. to Q. Kt's sq. (ch.)	29. K. to Kt's 2nd.
30. K. to Kt's sq.	30. R. takes Kt.
31. K. to K. B's sq.	31. R. to K. R's 8th (ch.)

And White surrenders.

GAME XVIII.—Between Messrs. Morphy, G. Walker, and Greenaway (*consulting*) *against* Messrs. Lowenthal, Mongredien, and Medley.

WHITE. (Messrs. M. and Co.)	BLACK. (Messrs. L. and Co.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to Q's 4th.
4. K's B. takes P.	4. K. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. K. Kt. takes B.
6. P. takes Kt.	6. Q. takes P.
7. Q. Kt to B's 3rd.	7. Q. to K. R's 4th.
8. P. to Q's 4th.	8. K. B. to Q's 3rd.
9. Q. to K's 2nd (ch.)	9. K. to Q's sq.
10. Castles.	10. P. to K. Kt's 4th.
11. Q. to Q. Kt's 5th.	11. P. to K. B's 4th.
12. Q. to Q's 5th,	12. Kt. to Q. B's 3rd.
13. K. Kt. to K's 5th.	13. K. R. to K. B's sq.
14. B. to Q's 2nd.	14. Kt. to K's 2nd.
15. Q. to Q. B's 4th.	15. K. R. to K. B's 3rd.
16. Q. R. to K's sq.	16. P. to Q. B's 3rd.
17. Q. Kt. to Q. R's 4th.	17. Q. B. to Q's 2nd.
18. Q. Kt to Q. B's 5th.	18. Q. B. to Q. B's sq.
19. K. R to K. B's 3rd.	19. P. to K. Kt's 5th.
20. K. R. to Q. Kt's 3rd.	20. P. to Q. Kt's 3rd.

And the game was given up as drawn.

THE GAMBIT DECLINED.

GAME THE THIRD.—("Handbook," p. 350.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. K's P. takes P.	3. Q. takes P.

For the move 3. $\frac{\text{P. to K's 5th}}{}$, which has latterly come into vogue, see Variation.

4. Q. Kt. to Q. B's 3rd.	4. Q. to K's 3rd.
5. K. Kt. to K. B's 3rd.	5. K's P. takes P. (dis. ch.)
6. K. to K. B's 2nd.	6. Q. to Q. Kt's 3rd (ch.)

This seems better than 6. P. to Q. B's 3rd, as given in the "Handbook."

7. P. to Q's 4th.	7. K. Kt. to K. B's 3rd.
8. K. B. to Q. Kt's 5th (ch.)	8. P. to Q. B's 3rd.
9. K. R. to K's sq. (ch.)	9. K. B. to K's 2nd.
10. K. B. to Q. B's 4th.	10. Q. B. to K. Kt's 5th.
11. K. B. takes K. B's P. (ch.)	11. K. takes B.
12. K. Kt. to K's 5th. (ch.)	12. K. to K's sq.
13. K. Kt. takes Q's B.	13. K's Kt. takes Kt.
14. Q takes Kt.	14. Q. takes Q's P. (ch.)
15. K. to K. B's 3rd.	15. Q's Kt. to Q's 2nd.

And the "Handbuch" dismisses the game as even.

Variation on Black's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. K's P. takes P.	3. P. to K's 5th.
4. K. B. to Q. Kt's 5th (ch.)	

In a game between Messrs. Jaenisch and Staunton, given in the "Chess Tournament," p. 352, the first player here moved 4. Q. Kt. to Q. B's 3rd. The move in the text is however considered to be White's best move.

	4. P. to Q. B's 3rd.
5. P. takes P.	5. P. takes P.
6. K. B. to Q. B's 4th.	6. K. Kt. to K. B's 3rd.
7. P. to Q's 4th.	7. Q. Kt. to Q's 2nd (best.)

Black may also play 7. K. B. to Q's 3rd, or 7. Q. to Q. Kt's 3rd as advised by Mr. Falkbeer.

8. K. Kt. to K's 2nd.	8. Q. Kt. to Q. Kt's 3rd.
9. K. B. to Q. Kt's 3rd.	9. Q. B. to Q. R's 3rd.
10. Q. Kt. to Q. B's 3rd.	10. K. B. to Q. Kt's 5th.

11. Castles.	11. K. B. takes Q's Kt.
12. P. takes B.	12. K. Kt. to Q's 4th.
13. K. R. to K's sq.	13. P. to K. B's 4th.
14. P. to K. Kt's 4th.	

And the "Handbuch" dismisses the game as being in White's favour. Perhaps at his 13th move Black would do better to Castle at once.

GAMES

ILLUSTRATIVE OF THE GAMBIT DECLINED.

Game I.—Between Messrs. Lowenthal and Staunton.

WHITE. (Mr. L.)	BLACK. (Mr. S.)
1. P. to K's 4th	1. P. to K's 4th.
2. P. to K B's 4th.	2. P. to Q's 4th.
3. K. P. takes Q's P.	3. P. to K's 5th.
4. K. B to Q. B's 4th.	4 K. Kt. to K. B's 3rd.
5. Q. Kt. to Q. B's 3rd.	5. K. B. to Q. Kt's 5th.
6. K. Kt to K's 2nd.	6. Q. B. to K. Kt's 5th.
7. Castles.	7. Castles.
8. P. to Q's 4th.	8. P. to Q. B's 3rd.
9. Q. P. takes Q. B's P.	9. Q. Kt takes Q. B's P.
10. Q. B. to K's 3rd.	10 Q. Kt. to Q. R's 4th.
11. K. B. to Q. Kt's 3rd.	11. Q. R. to Q. B's sq.*
12. Q. to Q. B's sq.	12. Q. Kt. to Q. B's 5th.
13. P. to K. R's 3rd.	13. Q. B. takes K's Kt.
14. Kt. takes Q's B.	14. K. Kt. to Q's 4th.
15. K. B takes Q's Kt.	15. Q R. takes K's B.
16. P. to Q. B's 3rd.	16. B. to Q. R's 4th.
17. Q. to Q's 2nd.	17. P. to Q. Kt's 4th.
18. P. to Q. R's 3rd.	18. P. to K. B's 4th.
19. Q. R. to Q. B's sq.	19. K. R. to K. B's 2nd.
20. Kt. to K. Kt's 3rd.	20. B. to Q. Kt's 3rd.
21. P. to Q. Kt's 3rd.	21. Kt. takes B.

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* This is refining over much. Black played 10. Q. Kt to Q. R's 4th to win a Pawn, and he should have been content to do so while he could. Thus 11. Q. Kt. takes K's B. 12. P. takes Q's Kt. / K. B. takes Q's Kt. 13. Q. Kt. P. takes K's B. / Kt to Q's 4th. 10. Q. R. to Q. B's sq. allows his adversary to escape without loss.

22. Q. Kt's P. takes Q's R.*	22. Kt. takes K's R.†
23. Kt. takes Kt.	23. Q. Kt. P. takes Q. B's P.
24. Kt. to K's 3rd.	24 Q. to Q. B's sq.‡
25. Q. to K's 2nd.	25. R. to Q. B's 2nd.
26. Kt to Q's 5th.	26. R to Q's 2nd.
27. Kt. to K's 3rd.	27. R. to Q. B's 2nd.
28. R. to Q. Kt's sq.	28. P. to K. Kt's 3rd.
29. R. to Q. Kt's 4th.§	29. B. to Q. R's 4th.
30. R. takes Q. B's P.	30. R. takes R.‖
31. Q. takes R. (ch.)	31. Q. takes Q.
32. Kt. takes Q.	32. B. takes Q. B's P.
33. P. to Q's 5th.	33. K. to K B's 2nd.
34. K. to K. B's sq.	34. B. to Q's 5th.
35. K. to K's 2nd.	35. K. to K's 2nd.
36. P. to Q. R's 4th.	36 P. to K. R's 3rd.
37. Kt. to K's 5th.	37. K. to K's B's 3rd.¶
38. P. to Q's 6th.	38. K. to K's 3rd.
39. Kt. takes K. Kt's P.	39. K. takes Q's P.
40. P. to K. Kt's 4th.	40. K. to K's 3rd.
41. Kt. to K R's 4th.	41. P. takes K. Kt's P.
42. P. takes P.	42. B. to Q B's 4th.
43. Kt. to K. B's 5th.	43 B. to K. B's sq.
44. K. to K's 3rd.	44. P. to K. R's 4th.
45. K. takes K's P.	45. P. takes P.

46. Kt. to K's 3rd, and the game was drawn.

---

* If 22. $\frac{\text{Q takes Kt}}{\text{}}$, then 22. $\frac{\text{}}{\text{Q. R. takes Q's P.}}$, with a winning position.

† I am not at all sure but that it would have been better play to take the Pawn, attacking the Queen.

‡ If he had played the very natural move of 24. $\frac{\text{}}{\text{Q. to Q B's 2nd}}$ the following would probably have been the consequences:—

24. $\frac{\text{}}{\text{Q to Q B's 2nd.}}$ 25. $\frac{\text{Q. to K's 2nd}}{\text{Q. takes K. B's P.}}$ 26. $\frac{\text{R to K. B's sq.}}{\text{Q. to K Kt's 4th.}}$

27. $\frac{\text{Kt takes K B's P.}}{\text{R takes Kt.}}$ 28. $\frac{\text{Q. takes Q. Kt's P. (ch)}}{\text{}}$, and wins the Rook.

§ Here White overlooked an advantage at his command. He should have played 29. $\frac{\text{Kt to Q's 5th}}{\text{}}$, and Black must have lost a Pawn. Thus,

29. $\frac{\text{Kt. to Q's 5th.}}{\text{R to Q. Kt's 2nd (best.)}}$ 30. $\frac{\text{R to Q Kt's 4th}}{\text{}}$, &c.

‖ It looks a matter of indifference whether Black take the Q. B's P. first or afterwards; but if he had taken the Pawn first he would have lost the game. Thus 30. $\frac{\text{}}{\text{B. takes Q. B's P.}}$ 31. $\frac{\text{Kt. to Q's 5th}}{\text{}}$, and White wins.

¶ It is seldom prudent to attempt to win a game which should be drawn. Black would have saved himself much time and trouble, by taking off the Knight, and thus insuring a *remise*.

GAME II.—Between Messrs. Jaenisch and Staunton.

WHITE. (Mr. J.)	BLACK. (Mr. S.)
1. P to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. K. P. takes Q's P.	3. P. to K's 5th.
4. Q. Kt. to Q. B's 3rd.*	4. K. Kt. to K. B's 3rd.
5. P. to Q's 3rd.	5. K. B. to Q. Kt's 5th.
6. Q. P. takes K's P.	6. K. Kt. takes K's P.
7. Q. to Q's 4th.	7. K. B. takes Q's Kt. (ch.)
8. P takes K's B.	8 Castles.
9. Kt. to K. B's 3rd.	9. K. R. to K's sq.
10. K. B. to K's 2nd.	10 K. Kt. to Q's 3rd.†
11. Q. B. to Q. Kt's 2nd.	11. K. R. to K's 5th.
12. Q. to K. B's 2nd.	12 K. Kt. to Q. B's 5th.
13. Castles on Q's side.	13. K. Kt. takes Q's B.
14. K. takes K's Kt.	14. Q. to Q's 3rd.
15. Q. R. to Q's 4th	15 K. R. takes K. B's P.
16. Q R. takes K's R.	16. Q. takes Q's R.
17. Q. to Q's 4th.	17. Q. to Q's 3rd.
18. R. to K's sq.	18. B. to Q's 2nd.
19. B. to Q's 3rd.	19. P. to K. R's 3rd.
20. P. to K. Kt's 4th.	20. Kt. to Q. R's 3rd.
21. P. to K. Kt's 5th.	21. Kt. to Q. B's 4th.
22. K. Kt. P. takes K. R's P.	22. Kt. to Q. R's 5th (ch.)
23. K. to Q. R's sq.	23. Q. takes P. at K. R's 3rd.
24. R. to K. Kt's sq.	24. R. to K's sq.
25. Kt. to K's 5th.	25. Kt. to Q. Kt's 3rd.
26. P. to Q. B's 4th.	26. Q. to K. B's 3rd.
27. Kt. to K. B's 3rd.	27. Q. takes Q. (ch.)
28. Kt. takes Q.	28. Kt. to Q. R's 5th.
29. Kt. to Q. Kt's 3rd.	29. P. to Q Kt's 3rd.
30. K. to K. Kt's sq.	30. R. to K's 4th.
31. K. to Q. B's sq.	31. Kt. to Q. B's 6th.
32. K. to Q's 2nd.	32. Kt. to K's 5th (ch.)
33. K. to K's 3rd.	33. Kt. to K. Kt's 4th (dis. ch.)
34. K. to K. B's 4th.	34. P. to K. B's 3rd.
35. R. to K. Kt's 2nd.	35. Kt. to K. R's 6th (ch.)
36. K. to K. B's 3rd.	36. P. to K. Kt's 4th.
37. R. to Q's 2nd.	37. P. to K. Kt's 5th (ch.)
38. K. to K. Kt's 2nd.	38. R. to K's 8th.‡
39. K. to K. Kt's 3rd.	39. R. to K's 6th (ch.)

---

* 4. K. B to Q. Kt's 5th (ch) is considered the best move at this point.

† Far better I believe than the more apparent move of—

10. K Kt. to K. B's 3rd.

‡ Threatening mate the next move.

40. K. to K. Kt's 2nd.	40. P. to K. B's 4th.
41. Kt. to Q's 4th.	41. P. to K. B's 5th.
42. K. to K. B's sq.	42. P. to K. B's 6th.
43. B. to K. B's 5th.	43. B. takes B.
44. Kt. takes B.	44. R. to Q. R's 6th.*
45. Kt. to K. R's 6th (ch.)	45. K. to K. B's sq.
46. Kt. takes K. Kt's P.	46. R. takes Q. R's P.†
47. Kt. to K. B's 2nd.	47. R. to Q. R's 8th (ch.)
48. R. to Q's sq.	48. R. takes R. (ch.)
49. Kt. takes R.	49. K. to K's 2nd.
50. Kt. to K's 3rd.	50. K. to Q's 3rd.
51. K. to K's sq.	51. K. to K's 4th.
52. K. to Q's 2nd.	52. K. to K's 5th.
53. P. to Q. B's 3rd.	53. P. to Q. R's 4th.
54. Kt. to K. Kt's 4th.	54. K. to K. B's 4th.
55. Kt. to K's 3rd (ch.)	55. K. to K. B's 5th.
56. P. to Q's 6th.‡	56. Q. B. P. takes Q's P.
57. Kt. to Q's 5th (ch.)	57. K. to K's 5th.
58. Kt. takes Q. Kt's P.	58. Kt. to K. B's 5th.
59. K. to K's sq.§	59. Kt. to Q's 6th (ch.)
60. K. to Q's 2nd.	60. Kt. to K's 4th.
61. P. to K. R's 4th.	61. K. to K. B's 4th.
62. K. to K's 3rd.	62. K. to K. Kt's 5th.
63. P. to K. R's 5th.	63. K. takes K. R's P.‖
64. Kt. to Q. B's 8th.	64. Kt. takes Q. B's P. (ch.)
65. K. takes K. B's P.	65. P. to Q. R's 5th.
66. K. to K's 4th.	66. P. to Q. R's 6th.
67. K. to Q's 5th.	67. Kt. to K's 6th (ch.)
68. K. to K's 4th.	68. Kt. to Q's 8th.
69. P. to Q. B's 4th.	69. Kt. to Q. Kt's 7th.
70. Kt. takes P.	70. Kt. takes P.

And White resigns.

---

* The only possible move to secure his advantage of position.

† Again threatening mate.

‡ A good conception. Without great care now Black will be unable to win.

§ To prevent 59. $\frac{\text{P. to K. B's 7th.}}{\text{_____}}$

‖ 63. $\frac{\text{K. to K. Kt's 6th}}{\text{_____}}$ would have enabled Black to win, I think, but taking the Pawn though a slower, was a surer process.

GAME III.—Between Mr. Max Lange and Dr. Rinne.—(From the "Schachpartien."

WHITE. (Mr. L.)	BLACK. (Dr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. K. Kt. to B's 3rd.*	3. Q. P. takes P.†
4. Kt. takes P.	4. Q. B. to K's 3rd.‡
5. Q. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.§
6. Q. to K's 2nd.	6. B. to K. B's 4th.
7. Q. to Q. Kt's 5th (ch.)	7. Q. Kt. to Q's 2nd.
8. K. B. to Q. B's 4th.	8. B. to K's 3rd.
9. Kt. takes Kt.	9. B. takes Kt.
10. Q. takes Q. Kt's P.	10. P. to Q. B's 3rd.
11. Q. to Q. Kt's 3rd.	11. Q. to K's 2nd.
12. Castles.	12. B. to K's 3rd.
13. B. takes B.	13. Q. takes B.
14. Q. takes Q.	14. P. takes Q.
15. K. R. to K's sq.	15. B. to Q. B's 4th (ch.)
16. K. to K. R's sq.	16. Castles on K's side.
17. Kt. takes P.	17. Kt. takes Kt.

The Notes to this and the following Game are by Mr. Max Lange.

* White thus evades the powerful counter-attack of 3. P. to K's 5th.

† Might also play 3. B. to K. Kt's 5th, but White still gets a good game by 4. K. B. to K's 2nd. / P. takes K's P. 5. Kt. takes P. / B. takes B. 6. Q. takes B. / K. Kt. to B's 3rd 7. Q. Kt. to B's 3rd.

‡ Perhaps the best move:—

If 4. K. Kt. to B's 3rd. 5. K. B. to Q. B's 4th. If 4. K. B. to Q. B's 4th. 5. Q. to K. R's 5th, followed by Kt. takes K. B's P., and White seems to get the advantage.

§ 5. P. to K. B's 3rd would be bad against 6. Q. to K. R's 5th (ch.) / P. to K. Kt's 3rd. 7. Kt. takes K. Kt's P. / B. to K. B's 2nd. 8. Q. to Q. Kt's 5th (ch.), &c. He might, however, play 5. P. to K. B's 4th, to which White might still reply with—

6. Q. to K. R's 5th (ch.) / P. to K. Kt's 3rd. 7. Kt. takes K. Kt's P. / B. to K's 7th, and if now 8. Q. takes K. B's P. / B. takes Kt. 9. Q. to K's 5th (ch.) / Q. to K's 2nd. 10. Q. takes R. / Kt. to K. B's 3rd, and the question arises whether White can free his Queen. *Practically* we should prefer White's game.

18. R. takes Kt.	18. Q. R. to K's sq.
19. P. to Q's 4th.	19. B. to Q's 3rd.
20. B. to Q's 2nd.	

And White finally won by the strength of his Pawns.

GAME IV.—Between Mr. Max Lange and an Amateur. (*From the "Schachpartien."*)

WHITE. (Mr. L.)	BLACK. (Mr. —).
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. takes Q's P.	3. P. to K's 5th.
4. B. to Q. Kt's 5th (ch.)*	4. P. to Q. B's 3rd.
5. P. takes P.	5. P. takes P.
6. B. to Q. B's 4th.	6. K. Kt. to B's 3rd.
7. P. to Q's 4th.	7. Q. Kt. to Q's 2nd.†
8. Q. B. to K's 3rd.	8. Q. Kt. to Q. Kt's 3rd.
9. Q. Kt to Q's 2nd.	9. Q. Kt. takes B.
10. Kt. takes Kt.	10. Kt. to K. Kt's 5th.
11. Q. to K's 2nd.	11. B. to Q. R's 3rd.
12. Castles.‡	12. Kt. takes B.
13. Q. takes Kt.	13. B. takes Kt.
14. Q. takes K's P. (ch.)	14. K. to Q's 2nd.
15. P. to Q's 5th.	15. B. takes Q's P.
16. R. takes B. (ch.)	16. P. takes R.
17. Q. takes Q's P. (ch.)	17. K. to Q. B's 2nd.
18. Q. to Q. B's 4th (ch.)	18. K. to Q. Kt's 2nd.
19. Kt. to B's 3rd.	19. B. to Q's 3rd.
20. R. to Q's sq.	20. Q. to Q. Kt's 3rd.
21. Q. to Q's 5th (ch.)	21. K. to Q. B's 2nd.
22. Q. takes P. (ch.)	22. K. to Q. B's 3rd.
23. Kt. to K's 5th (ch.)	23. K. to Q. Kt's 4th.
24. Q. to Q. B's 4th (ch.)	24. K. to Q. R's 4th.
25. Q. to Q's 5th (ch.)	

And White wins.

---

* This is perhaps White's best move as it at all events in some measure frees his game, which Black's King's Pawn threatens to cramp.

† This move, recommended by Mr. Staunton, is considered by Jaenisch to give Black the better game, but the investigation given in the "Schachzeitung" (1855), is more elegant than correct.

‡ Perhaps 12. $\frac{\text{Q. takes Kt.}}{\text{———}}$ is simpler, though Castling gives rise to a strong attack. The following is bad for Black:—12. $\frac{\text{Castles.}}{\text{B. takes Kt.}}$ 13. $\frac{\text{Q. takes B.}}{\text{Kt. takes B.}}$ 14. $\frac{\text{Q. takes Q. B's P. (ch.)}}{\text{K. to K's 2nd.}}$ 15. $\frac{\text{Q. takes K's P. (ch.)}}{\text{———}}$, &c.

BOOK V.

Irregular Openings.

In the Irregular Openings very few discoveries have been made since the publication of the "Handbook." The only one, indeed, of any real importance is a variation in the Sicilian Defence (see Game III), which appears to yield an incontestable advantage to the first player.

Chapter I.

THE SICILIAN GAME.

GAME THE SECOND.—("Handbook," p. 371.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. *P. to Q's 4th.*	3. P. takes P.

The move given in the "Handbook" is 3. P. to Q's 4th.

4. Kt. takes P.	4. K. B. to Q. B's 4th.
5. Q. Kt. to Q. B's 3rd.	

This is considered to be the only move to prevent Black gaining an advantage by playing 5. Q. to Q Kt's 3rd. If now—

	5. Q. to Q. Kt's 3rd.
6. Q. Kt. to Q. R's 4th.	6. Q. to Q. R's 4th (ch.)
7. P. to Q. B's 3rd.	

And the game is even.

The following Variation is not found in the "Handbook:"

1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. B. to Q. B's 4th.	2. P. to K's 3rd.
3. Q. Kt. to Q. B's 3rd.	3. P. to Q. R's 3rd.
4. P. to Q. R's 4th.	4. K. Kt. to K's 2nd.

This is the correct play. White cannot now prevent the advance of the opponent's Q's Pawn, which shows the inferiority of 2. K B to Q B's 4th. In the "Handbuch" the game now proceeds thus:—

5. P. to Q's 4th.	5. P. to Q's 4th.
6. K's P. takes P.	6. K's P. takes P.
7. K. B. to K's 2nd.'	7. Q. B's P. takes P.
8. Q. takes P.	8. Q. Kt. to Q. B's 3rd.

And Black has gained time.

GAME THE THIRD.—("Handbook," p. 372.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. Q. Kt. to Q. B's 3rd.
4. Kt. takes P.	4. P. to K's 3rd.
5. K. Kt. to Q. Kt's 5th.	

This variation has been discovered since the publication of the "Handbook:" see the 2nd game, between Anderssen and Szen, in the book of "The Chess Tournament," p. 41; see also the 11th game of the match between Morphy and Lowenthal and the 9th between Morphy and Anderssen in the present volume. It is less effective when Black plays 4. P. to K's 4th, as will be seen in the variation, but in any case it seems to give the first player a superiority.

5. P. to Q. R's 3rd.

In the game referred to between Morphy and Anderssen, the latter replied here with 5. P. to Q's 3rd, and his antagonist then played 6. Q B to K B's 4th.

6. K. Kt. to Q's 6th (ch.)	6. B. takes Kt.
7. Q. takes B.	7. Q. to K's 2nd.
8. Q. to K. Kt's 3rd.	

with an unquestionable advantage in position.

Variation on Black's 4th Move.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. Kt. to K. B's 3rd.	3. Q. Kt. to Q. B's 3rd.
4. K. Kt. takes P.	4. P. to K's 4th.
5. K. Kt. to Q. Kt's 5th.	

If 5. $\frac{\text{Kt takes Kt}}{\text{Q Kt's P takes Kt}}$, 6. $\frac{\text{K B to Q B's 4th}}{\text{K. B. to Q B's 4th}}$, and the game is equal.

5. P. to Q's 3rd.

He may also play 5. $\frac{}{\text{P. to Q R's 3rd}}$, 6. $\frac{\text{Kt to Q's 6th (ch)}}{\text{B. takes Kt.}}$, 7. $\frac{\text{Q takes B}}{\text{Q to K's 2nd}}$, and White has no great advantago.

6. Q. B. to K's 3rd.

I prefer White's position.

GAME THE FOURTH.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q, B's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. Q. Kt. to Q. B's 3rd.	

This move is pronounced by Mr. M. Lange to be the best that White can adopt. If Black, in reply, play 3. $\frac{}{\text{P. to Q. R's 3rd}}$ he loses time apparently, and if he does not move this Pawn he becomes exposed to the attack of $\frac{\text{K B. to Q Kt's 5th}}{}$ or $\frac{\text{Q Kt. to Q Kt's 5th}}{}$. For example—

	3. Q. Kt. to Q. B's 3rd.
4. K. B. to Q. Kt's 5th.	4. P. to Q. R's 3rd.

Probably Black's best play. If to avoid the disadvantage, such as it is, of a double Pawn, he moves 4. $\frac{}{\text{K. Kt. to K's 2nd}}$, his position is painfully cramped. See the Illustrative Games.

GAMES

ILLUSTRATIVE OF THE SICILIAN OPENING.

Game I.—Between Mr. Heydebrand and Mr. Staunton.

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.*	2. P. takes P.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. B. to Q. B's 4th.	4. P. to K's 3rd.
5. K's Kt. takes P.	5. B. to Q. B's 4th.
6. K. Kt. to Q's Kt's 3rd.†	6. B. to Q. Kt's 3rd.
7. Castles.	7. K. Kt. to K's 2nd.
8. Q. Kt. to Q. B's 3rd.	8. P. to Q. R's 3rd.‡
9. Q. B. to K. B's 4th.	9. P. to K's 4th.
10. Q. B. to K's 3rd.	10. B. takes B.§
11. P. takes B.	11. Castles.
12. Q. to K. R's 5th.	12. Q. to K's sq.‖
13. P. to Q. R's 4th.¶	13. Kt. to K. Kt's 3rd.
14. Q. R. to Q's sq.	14. Q. to K's 2nd.**
15. Q. Kt. to Q's 5th.	15. Q. to Q's sq.
16. P. to Q. R's 5th.	16. P. to Q's 3rd.††

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* This move, which Jaenisch and other authorities have pronounced the best that can be made at the present moment, was first given in Volume IV., page 85, of the "Chess Players' Chronicle."

† We are not advocates of this move. It takes the Kt. too far away from the grand point of action.

‡ Better, perhaps, to have Castled. Black could have gained nothing by playing his Q. Kt. to Kt.'s 5th, and he does now obtain a very smart attack for some time.

§ Hazardous, because, although it doubles two of the enemy's Pawns, it opens the battery of his King's Castle upon a weak point.

‖ The only way to escape some serious damage. If instead of this move he had played the natural one of K. Kt. to K. Kt.'s 3rd, the game would have gone on thus:—

	12. K. Kt. to Kt. 3.
13. R. takes K. B's P.	13. R. takes R.

14. Q. R. to K. B's sq.; and Black has by far the best of the game.

¶ Mr. Heydebrand remarked, afterwards, that this was lost time.

** White is hampered a good deal by his inability to advance the Queen's Pawn, which confines two of his best officers, and compels him to fight with four Pieces against six.

†† Taking the Q. R's Pawn would have been the height of imprudence. For suppose—

	16. Kt. takes Q. R's P.
17. Kt. takes Kt.	17. Q. takes Kt.

17. P. to K. R's 3rd.*	17. B. to K's 3rd.
18. Q. R. to Q. B's sq.	18. Q. R. to Q. B's sq.
19. Q. to K's 2nd.	19. K. to R's sq.†
20. P. to Q. B's 3rd.	20. Q. Kt. to K's 2nd.
21. Q. R. to Q's sq.	21. P. to K. B's 4th.
22. Kt. to Q. Kt's 6th.	22. B. takes B.
23. Kt. takes B.	23. Q. R. to Q. B's 3rd.
24. P. takes P.	24. Q's Kt. takes P.
25. P. to K. Kt's 4th.	25. Q. Kt. to K. Kt's 6th.
26. K's R. takes R. (ch.)	26. Q. takes R.
27. Q. to K. Kt's 2nd.	27. R. takes Kt.
28. Q. takes Kt.	28. Q. to K's 2nd.

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18. Kt. to K's 7th (ch.)	18. Kt. takes Kt.
19. R. takes K. B's P. and wins.	

* The more enterprising play of Kt. to Q. Kt.'s 6th would have led to some highly interesting combinations. Ex. gr.:—

17. Kt. to Q. Kt.'s 6th.	17. Kt. takes Q. R's P.
18. R. takes K. B's P.	18. R. takes R.
19. B. takes R. (ch.)	19. K. takes B.
20. Kt. takes R.	

This appears to be his best play; R. to K. B's sq. (ch.) would only *drive the King into a place of security.*

20. Kt. to Q. B's 5th.

It is difficult to see, in actual play, that this is the only safe move White has. If he play the obvious one of Kt. takes Kt., or K. to Kt 's sq., he must lose the game, or, at least, have so bad a position, that he ought to lose. For example—

	20. Kt. takes Kt.
21. Q. takes K. R's P. (*comp juste.*)	21. Kt. to Q. B's 4th.
22. R. to K. B's sq. (ch.) and Black has a capital game.	

So, *also, if*—

	20. K. to Kt.'s sq.
21. Kt. takes Kt.	21. Q. takes Kt.
22. Q. to K. Kt.'s 5th.	

And *again* Black has an excellent game; for he now threatens to play P. to Q. Kt.'s 4th, by which he will be enabled to rescue his Kt., and obtain a terrible attack besides.

21. Q. takes K. R's P. (We see no better move for him.)	21. Q. Kt. takes K. P.
22. R. to Q's 2nd.	22. Q. Kt. to K. Kt's 5th.

And White must now win the imprisoned Kt., and, consequently, the game.

† At length, through some dangers and difficulties, White has freed his own Men, and forced the enemy to abandon the attack. Henceforward he takes and maintains the offensive to the last.

29. Q. to K. B's 3rd.	29. R. to Q. B's sq.
30. Kt. to Q's 2nd.	30. R. to K. B's sq.
31. Q. to K. Kt's 3rd.	31. P. to K. R's 3rd.
32. Kt. to Q. B's 4th.	32. P. to Q's 4th.
33. Kt. to Q. Kt's 6th.*	33. P. to Q's 5th.
34. K's P. takes P.	34. P. takes P.
35. R. to K. B's sq.†	35. R. to Q's sq.
36. P. takes P.	36. R. takes P.
37. Q. to Q. B's 3rd.	37. Q. to Q's 3rd.
38. Q. to Q R's 3rd.	38. Q. to Q's sq.‡
39. Q. to K's 3rd.	39. R. to Q's 6th.
40. Q. to K's 4th.	40. Q. to Q's 3rd.
41. R. to K. B's 3rd.§	41. Q. to Q. B's 4th (ch.)
42. K. to B's sq.	42. Q. to Q. B's 8th (ch.)

And Black surrendered.

Game. II.—Between Messrs. Morphy and Paulsen.

WHITE. (Mr. M.)	BLACK. (Mr. P.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. K. B. to Q. B's 4th.
5. Q. B to K's 3rd	5. Q. to Q. Kt's 3rd.
6. K. Kt. to Q. Kt's 5th.	6. K. Kt. to B's 3rd.
7. Q. B. takes B.	7. Q. takes B.

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* Had he taken the Q's Pawn, White would have won easily, by playing Q. to K. B's 2nd, &c.

† If he had taken Pawn with Pawn, White's answer would have been Kt. to K. B's 5th; and if he had taken Pawn with Rook, then, probably, White would have replied with Q. to K's 7th.

‡ White might have won by simply exchanging Queens, and playing Rook to Q's 6th, but preferred another course.

§ His best move here was, perhaps, Kt. to Q. B's 4th. But that would not have saved him, as we can easily see; for suppose—

41. Kt. to Q. B's 4th.	41. Q. to K. Kt.'s 6th. (ch.)
42. Q. to K. Kt.'s 2nd.	42. Q. to K. R's 5th.
43. R. to K. B's 3rd.	

If K. to R's 2nd, then follows Q. to her sq, threatening to win the Kt., and also to play Kt. to K. R's 5th, &c.

	43. Kt. to K. B's 5th.
44. R. takes Kt. (best.)	44. R. to K. Kt.'s 6th.

And White has a Queen against a Rook and Knight.

8.	K. Kt. to Q's 6th (ch.)	8.	K. to K's 2nd.
9.	Kt. takes R (ch.)	9.	K. R. takes Kt.
10.	B. to Q's 3rd.	10.	Q. Kt. to B's 3rd.
11.	Castles.	11.	P. to K. R's 4th.
12.	Kt. to Q's 2nd.	12.	P. to K. R's 5th.
13.	P. to K. R's 3rd.	13.	P. to K. Kt's 4th.
14	P. to Q. R's 3rd.	14.	K. R. to K. Kt's sq.
15.	P. to Q. Kt's 4th.	15.	Q. to Q. Kt's 3rd.
16.	Kt. to Q. B's 4th.	16.	Q. to Q. B's 2nd.
17.	P. to K. B's 3rd.	17.	Q. Kt. to K's 4th.
18.	Kt. takes Kt.	18.	Q. takes Kt.
19.	Q. to Q's 2nd.	19.	K. R. to K. Kt's 2nd.
20.	Q. R. to Q's sq.	20.	Q. R. to Q's sq.
21.	Q. to K. B's 2nd.	21.	P. to Q. Kt's 3rd.
22.	P. to K. B's 4th.	22.	P. takes P.
23.	Q. takes P.	23.	Q. to K. Kt's 4th.
24.	K. R. to K. B's 2nd.	24.	Q. takes Q.
25.	R. takes Q	25.	Q. R. to K. Kt's sq.
26.	Q. R. to Q's 2nd.	26.	Q. R. to K. Kt's sq
27.	P. to K's 5th.	27.	Kt. to Q's 4th.
28.	K. R. to Q's 4th.	28.	P. to K. B's 3rd.
29.	P. takes P. (ch.)	29.	Kt. takes K. B's P.
30.	K. R. to Q. B's 4th.	30.	K. to Q's sq.
31.	P. to Q. R's 4th.	31.	Kt. to Q's 4th.
32	B. to K's 4th.	32.	Kt. to Q. B's 2nd.
33.	B. to K. B's 3rd.	33.	P. to Q's 4th.
34.	K. R. to Q. B's 6th.	34.	K. R. to Q's 2nd.
35.	B. to K. Kt's 4th.	35.	Q. R. to K. R's 3rd.
36.	Q. R. to K's 2nd.	36.	K. to K's 2nd.
37.	K. to K. R's 2nd.	37.	K. to K. B's 2nd.
38.	P. to K. Kt's 3rd.	38.	K. R's P. takes P. (ch.)
39.	K. takes P.	39.	K. R. to K's 2nd.
40.	P. to K. R's 4th.	40.	Kt. to K's sq.
41.	P. to K. R's 5th.	41.	Kt. to K. B's 3rd.
42.	K. R. takes K's P.	42.	R. takes R.
43.	B. takes R. (ch.)	43.	K. to K. Kt's 2nd.
44.	B. to K. Kt's 4th.	44.	Kt. takes K. R's P. (ch.)
45.	B. takes Kt.	45.	R. takes B.
46.	R. to K's 7th (ch.)	46.	K. to K. B's 3rd.
47.	R. takes Q. R's P.	47.	K. to K's 4th.
48.	R. to Q. R's 6th.	48.	R. to K. Kt's 4th (ch.)
49.	K. to K. B's 3rd.	49.	R. to K. B's 4th (ch.)
50.	K. to K's 2nd.	50.	P. to Q. Kt's 4th.
51.	P. takes P.	51.	R. to K. B's 6th.
52.	P. to Q. B's 3rd.	52.	P. to Q's 5th.
53.	P. to Q. B's 4th.	53.	R. to K. R's 5th.
54.	P. to Q. B's 5th.	54.	R to K. R's 7th (ch)
55.	K. to Q's 3rd.	55.	R. to K. R's 6th (ch.)
56.	K. to Q. B's 2nd.	56.	R. to K. R's 7th (ch.)
57.	K. to Q. Kt's 3rd.	57.	R. to K. R's 6th (ch)

58. K. to Q. R's 4th.	58. K. to Q's 4th.
59. R. to K's 6th (ch.)	59. K. to Q. B's 5th.
60. P. to Q. B's 6th.	60. R. to K. R's 8th.
61. R. takes P. (ch.)	61. K. takes R.
62. P. to Q. B's 7th.	62. R. to K. R's sq.
63. P. to Q. Kt's 6th.	63. K. to Q. B's 5th.
64. P. to Q. Kt's 7th.	

Black resigns.

GAME III.—Between Messrs. Jaenisch and Schumoff.

WHITE. (Mr. S.)	BLACK. (Mr. J.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K's 4th.
4. Kt. takes K's P.	4. Q. to Q. R's 4th (ch.)
5. P. to Q. Kt's 4th.	5. B. takes P. (ch.)
6. B. to Q's 2nd.	6. B. takes B. (ch.)
7. Kt. takes B.	7. Q. takes K's Kt.
8. B. to K's 3rd.	8. Kt. to K. B's 3rd.
9. Castles.	9. Castles.
10. P. to K. B's 4th.	10. Q. to Q. B's 4th.
11. P. to K's 5th.	11. K. Kt. to Q's 4th.
12. B. takes P. (ch.)	12. K. takes B.
13. Q. to R's 5th (ch.)	13. K. to Kt's sq.
14. Kt. to K's 4th.	14. Q. takes Q. B's P.
15. Q. R. to K's sq.	15. K. Kt. to K's 6th.
16. R. takes Kt.	16. P. takes R.
17. Q. to K. B's 5th.	17. Q. to K's 7th.
18. Kt. to K. B's 6th (ch.)	18. P. takes Kt.
19. P. takes P.	19. Q. to Q. B's 7th.
20. Q. takes Q.	20. P. to Q's 4th.
21. Q. to Q's 3rd.	21. P. to Q's 5th.
22. Q. to Q. Kt's 5th.	22. K. R. to Q's sq.
23. R. to K. B's 3rd.	23. B. to K. B's 4th.
24. Q. takes B.	24. Q. Kt. to Q. B's 3rd.
25. Q. to Q. B's 5th.	

And Black resigns.

GAME IV.—Between Mr. Petroff and an Amateur.

WHITE. (Mr. P.)	BLACK. (Mr. ——.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K's 4th.
4. B. to Q. B's 4th.	4. Q. to Q. B's 2nd.

5. Q. to K's 2nd.	5. Kt. to Q. B's 3rd.
6. Kt. to K. Kt's 5th.	6. Kt. to K. R's 3rd.
7. P. to K. B's 4th.	7. B. to K's 2nd.
8. Castles.	8. P. to Q's 3rd.
9. Q. to K. R's 5th.	9. Q. B. to K. Kt's 5th.
10. B. takes K. B's P. (ch.)	10. K. to Q's sq.
11. Q. to K. R's 4th.	11. K. B. to K. B's 3rd.
12. B. to K's 6th.	12. Q. B. to K's 7th.
13. R. to K. B's 2nd.	13. P. to Q's 6th.
14. Kt. to Q. B's 3rd.	14. Kt. to Q's 5th.
15. Kt. to Q's 5th.	15. Q. takes Q. B's P.
16. Q. B. to K's 3rd.	16. Kt. takes K's B.
17. Q. R. to Q. B's sq.	17. P. to Q's 7th.
18. B. takes Q's P.	18. Q. takes B.
19. Kt. takes Kt. (ch.)	19. K. to K's sq.*
20. Kt. takes K. Kt's P. (ch.)	20. K. to B's 2nd.
21. Q. takes B. (ch.)	21. K. to Kt's sq.
22. Kt. mates.	

Game V.—Between the same players.

White. (Mr. P.)	Black. (Mr. —).
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K's 4th.
4. B. to Q. B's 4th.	4. Q. to Q. B's 2nd.
5. Q. to K's 2nd.	5. Kt. to Q. B's 3rd.
6. K. Kt. to K. Kt's 5th.	6. Kt. to K. R's 3rd.
7. P. to K. B's 4th.	7. B. to K's 2nd.
8. Q. to K. R's 5th.	8. Castles.
9. Castles.	9. P. to Q's 3rd.
10. P. to K. B's 5th.	10. Q. Kt. to Q's sq.
11. P. to K. B's 6th.†	11. Q. B. to K. Kt's 5th.
12. Q. to K. R's 4th.	12. K. B. takes P.
13. R. takes B.	13. P. takes R.
14. Q. takes Kt.‡	14. P. takes Kt.

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* If 10. K. to Q's 2nd White mates in the three moves.

† Well played.

‡ He might also have played 14. Kt. takes K. R's P., but hardly with so much advantage, thus:—

14. Kt. takes K. R's P. / K. takes Kt. (must). 15. Q's B. takes Kt. / Q. takes K's B. (If 15. Q. takes Kt. (ch.) / K. to Kt's sq.

15. Q. takes K. Kt's P. (ch.)	15. K. to R's sq.
16. Q. to K. B's 6th (ch.)	16. K. to Kt's sq.
17. Q. B. to K. R's 6th.	17. Kt. to K's 3rd.
18. B. takes Kt.	18. P. takes B.
19. Q. to K. Kt's 5th (ch.)	19. K. to R's sq.
20. Q. takes B.	20. R. to K. B's 2nd.*
21. Q. takes K's P.	21. P. to Q's 6th.
22. Kt. to Q. B's 3rd.	22. Q. to Q. Kt's 3rd (ch.)
23. K. to R's sq.	23. Q. to K. B's 7th.
24. B. to K's 3rd.	24. Q. to K. B's 8th (ch.)†
25. *R. takes Q.*	25. *R. takes R. (ch.)*
26. B. to K. Kt's sq.	26. P. takes P.
27. Kt. to K's 2nd.	27. R. to K's 8th.
28. Q. to K. B's 6th (ch.)	28. K. to Kt's sq.
29. Kt. to Q. B's sq.	29. Q. R. to K. B's sq.
30. Q. to K. Kt's 5th (ch.)	30. K. to R's sq.
31. P. to K. R's 4th.	31. Q. R. to K. B's 8th.
32. P. to K. R's 5th.	32. R. takes B. (ch.)
33. K. to R's 2nd.	33. R to K. R's 8th (ch.)
34. K. to Kt's 3rd.	34. R. takes K. R's P.‡
35. Q. takes R.	35. R. takes Kt.
36. Q. to K's 8th (ch.)	36. K. to Kt's 2nd.
37. Q. to K's 7th (ch.)	37. K. to Kt's 3rd.
38. Q. takes Q's P. (ch.)	38. K. to B's 2nd.
39. Q. to Q's 2nd.	

And Black resigned.

Game VI.—Between Messrs. Heydebrand and Hanstein.

WHITE. (Mr. Heydebrand.)	BLACK. (Mr. Hanstein)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to Q. B's 3rd.

, and White has lost time, as he must now look after his K's Bishop). 16. $\frac{\text{B. takes R. (dis. ch)}}{\text{K. to K. Kt's sq.}}$ 17. $\frac{\text{Q. takes B. (ch)}}{\text{K. takes B.}}$, and Black has gained a Pawn. White can also play 17. $\frac{\text{B. takes Q's P.}}{}$, which is perhaps his best move.

* 20. $\frac{}{\text{R. to K. B's 3rd}}$, followed by $\frac{}{\text{R. to K. Kt's 3rd}}$, looks stronger.

† Not prudent with his King so much exposed.

‡ He has nothing better.

5. K. Kt. to K. B's 3rd.	5. K. B. to K's 2nd.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q. B's 3rd.	7. K. Kt. to K. B's 3rd.
8. P. takes Q's P.	8 K. Kt. takes K's P.
9. K. B. to Q's 5th.	9. K. Kt. to K. B's 3rd.
10. B. takes Q's Kt. (ch.)	10. P. takes B.
11. Q's P. takes P.	11. Q. to Q. Kt's 3rd (ch.)
12. K. to K. R's sq.	12. P. takes P.
13. K's Kt. takes P.	13. Castles.
14. Q. Kt. to Q. B's 3rd.	14. R. to Q's sq.
15. Q. to K. B's 3rd.	15. Q. B. to Q. Kt's 2nd.
16. B. to K's 3rd.	16. P. to Q. B's 4th.
17. Q. to K. B's 2nd.	17. Q. R. to Q. B's sq.
18. P. to K. R's 3rd.	18. Q. to K's 3rd.
19. K. to K. R's 2nd.	19. B. to Q's 3rd.
20. K. Kt. to K. B's 3rd.	20. K. R. to K's sq.
21. K. R. to K's sq.	21. Q. to K. B's 4th.
22. K. Kt. to Q's 2nd.	22. R. takes B.
23. R. takes R.	23. Q. takes K. B's P. (ch.)
24. K. to K. Kt's sq.	24. Q. to K. R's 7th (ch.)
25. K. to K. B's sq.	25. Q. B. to Q. R's 3rd (ch.)
26. K. to his sq.	26. K. B. to his 5th.
27. K. R. to K. B's 3rd.	27. R. to K's sq. (ch.)
28. K. to Q's sq.	28. Q. to K. R's 8th (ch).
29. K. Kt. to K. B's sq.	29. K. B. to K's 6th.
30. R. takes B.	30. R. takes R.
31. Q. takes R.	31. Q. takes Kt. (ch.)
32. Q. to K's sq.	32. Q. takes P.
33. Q. to Q's 2nd.	33. Q. to K. B's 8th (ch.)
34. K. to Q. B's 2nd.	34. Q. to K. B's 4th (ch.)
35. K. to Q. Kt's 3rd.	35. B. to Q's 6th.
36. Q. to K's 3rd.	36. P. to Q. B's 5th (ch.)
37. K. to Q. Kt's 4th.	37. P. to Q. R's 4th (ch.)
38. K. to Q. R's 4th.	38. P. to K. R's 4th.
39. R. to K. Kt's sq.	39. B. to K. B's 8th.
40. P. to K. R's 4th.	40. Kt. to K. Kt's 6th.
41. Q. to Q's 4th.	41. B. to Q's 6th.
42. Q. to Q's 8th (ch.)	42. K. to K. R's 2nd.
43. Q. takes Q. R's P.	43. Q. takes Q. (ch.)
44. K. takes Q.	44. P. to K. B's 4th.

And Black ultimately won the game.

Game VII.—Messrs. Max Lange and Lepge.

WHITE. (Mr. M. L.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to Q B's 4th.
2. K. Kt. to B's 3rd	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to Q R's 3rd.*
4. P. to Q's 4th.	4. P. takes P.
5. K. Kt. takes P.	5. B. to Q. B's 4th.
6. B. to K's 3rd.	6. B. to Q R's 2nd.†
7. B. to Q's 3rd.	7. Kt. to Q. B's 3rd.
8. Q. Kt to K's 2nd.	8. P. to Q's 3rd.
9. Castles.	9. K. Kt. to B's 3rd.
10. P. to K. R's 3rd.	10. Q. Kt. to K's 4th.‡
11. P. to K. B's 4th.	11. Q. Kt. takes B.
12. Q. takes Kt.	12. Castles.
13. K. Kt. to K. B's 3rd.§	13. P. to Q. Kt's 4th.
14. Q. R. to Q's sq.	14. Q. to Q. B's 2nd.
15. B. takes B.	15. Q. takes B. (ch.)
16. K. to R's 2nd.	16. P. to Q's 4th.
17. P. to K's 5th.	17. Kt. to K's 5th.
18. K. Kt. to K. Kt's 5th.	18. P. to K. B's 4th.‖
19. Kt. takes Kt.	19. K. B's P. takes Kt.
20. Q. to Q Kt's 3rd.	20. Q. to K. B's 2nd.
21. Kt. to Q's 4th.	21. B. to Q's 2nd.
22. P. to K. Kt's 4th.	22. P. to K. Kt's 3rd.
23. Q to K. Kt's 3rd.	23. K. to R's sq.
24. P. to K B's 5th.	24. K. Kt's P. takes P.
25. K. Kt's P. takes P.	25. K's P. takes P.

Notes Mr. Max Lange.

* Black is afraid that either the hostile Knight or Bishop will be planted at his Q. Kt's 4th. If 3. Q Kt to B's 3rd, 4. K B. to Q's Kt's 5th gives White an advantage. He, therefore, incurs a loss of time, by playing 3. P. to Q. R's 3rd, the consequence of which is that at the 7th move White has three Pieces more in play than his adversary.

† Necessary. To enable him to bring his Q's Kt into the game safely. 6. B. takes Kt. 7. B. takes B. would be inferior, because of its giving White so great a command of the board.

‡ Black resolves, at all hazards to capture one of White's Bishops, and thus somewhat free his position.

§ The weakness of Black's Q's Pawn will now be felt, as his following curious move testifies.

‖ This now indispensable move leaves the K's P. helplessly weak, and adds to the power of the hostile Knight in no small degree.

26. P. to K's 6th.*
27. Q. to K. Kt's 5th.†
28. Q. takes Q's P.
29. Q. to K's 5th (ch.)
30. Kt. to K. B's 5th.
31. P. takes B.
32. K. R. to K. Kt's sq.

26. P. to K. B's 5th.
27. Q. to K. B's 3rd.
28. Q. to K. R's 5th.
29. R. to K. B's 3rd.
30. Q. to K. Kt's 4th.
31. Q. R. to K. Kt's sq.

And Black resigns.

GAME VIII.—Between Messrs. Max Lange and Max Bezzel. (From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. M. B.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. Q. Kt. to Q. B's 3rd.	3. Q Kt. to Q. B's 3rd.
4. B. to Q. Kt's 5th.	4. K. Kt. to K's 2nd.
5. Castles.	5. Q. to Q. B's 2nd.
6. P. to Q's 4th.	6. P. takes P.
7. K's Kt. takes P.	7. K. Kt. to K. Kt's 3rd.
8. K. Kt. to K's 2nd.	8. K. B. to Q. B's 4th.
9. P. to Q R's 3rd.	9. Castles.
10. P. to Q. Kt's 4th.	10. B. to K's 2nd.
11. P. to K. B's 4th.	11. B. to K. B's 3rd.
12. Q. to Q's 2nd.	12. P. to Q. 3rd.
13. B. to Q. Kt's 2nd.	13. K. R. to Q's sq.
14. Q. R. to Q's sq.	14. P. to Q. Kt's 3rd.
15. B. takes Q's Kt.	15. Q. takes B.
16. K. Kt. to Q's 4th.	16. K's B. takes Kt.
17. Q. takes B.	17. P. to K's 4th.
18. K. B's P. takes P.	18. B. to K. Kt's 5th.
19 P. takes Q's P.	19. B. takes R
20. Kt. to Q's 5th.	20. P. to K. B's 3rd.
21. Kt. takes K. B's P. (ch.)	21. P. takes Kt.
22. R. takes P.	22. R. to Q's 2nd.
23. R. takes Kt. (ch.)	23. P. takes R.
24. Q. to K. R's 8th (ch.)	24. K. to K. B's 2nd.
25. Q. to K. Kt's 7th (ch.)	25. K. to K's 3rd.
26. Q. takes K. Kt's P. (mate.)	

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* The decisive move; winning a piece. He might play:—

20. B. takes K's P. 27. Q. to K's 5th (ch.) / Q. to K. B's 3rd 28. Q. takes R. / Q. takes Q

29. Kt. takes Q / R. to K. B's 3rd. 30. Kt. to K. B's 4th, and White must win.

† Instead of this he might play 27. Q. to Q. B's 3rd / P. to Q. Kt's 5th. 28. Q. to Q. B's 7th / B. takes K's P.

29. Q. to K's 5th (ch.), and win as in the previous note.

Game IX.—Between Messrs. S. Angas and P. W. Humble.

WHITE. (Mr. A.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to K's 3rd.
4. P. to Q. B's 3rd.	4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.	5. P. to Q's 4th.
6. P. to K's 5th.	6. Kt. to K's 5th.
7. Castles.	7. P. to K. B's 4th.
8. P. takes P. (in passing).	8. K's Kt. takes P.
9. Q. B. *to K's 3rd.*	9. *P. to Q. B's 5th.*
10. B. to Q. B's 2nd.	10. B. to Q's 3rd.
11. P. to Q. Kt's 3rd.	11. P. takes P.
12. P. takes P.	12. Castles.
13. P. to Q. B's 4th.	13. P. to K's 4th.
14. P. takes K's P.	14. Kt. takes P.
15. B. to Q's 4th.	15. Kt. takes Kt. (ch.)
16. Q. takes Kt.	16. Kt. to K's 5th.
17. Q. to K. R's 5th.	17. R. to K. B's 4th.
18. Q. to K. Kt's 4th.	18. R. to K. Kt's 4th.
19. Q. to K's 2nd.	19. R. takes K. Kt's P. (ch.)
20. K. takes R.	20. Q. to K. R's 5th.
21. P. to K. B's 4th.	21. Q. B. to K. R's 6th (ch.)
22. K. to R's sq.	22. B. takes R.
23. Q. takes B.	23. Kt. to Kt's 6th (ch.)

And Black wins.

Game X.—Between Messrs. Morphy and Lowenthal.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q's 4th.
4. K's P. takes P.	4. K's P. takes P.
5. P. to Q's 4th.	5. Q. B. to K. Kt's 5th.*
6. K. B. to K's 2nd.	6. Q's B. takes Kt.
7. K. B. takes B.	7. K. Kt. to B's 3rd.
8. Castles.	8. K. B. to K's 2nd.†
9. Q. B. to K's 3rd.	9. P. takes P.
10. Q's B. takes P.	10. Castles.

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* Injudicious; since by taking the Knight, he only assists White to post his K's B. in a most threatening attitude.

† 8. ~~P. takes P.~~, and then 9. ~~Q. Kt. to B's 3rd~~, would have been far preferable.

11. Kt. to Q. B's 3rd.	11. Kt. to Q. B's 3rd.
12. Q's B. takes Kt.	12. B. takes B.
13. Kt takes Q's P.	13. B. takes Q. Kt's P.
14. Q. R. to Q. Kt's sq.	14. B. to Q's 4th (ch.)
15. K. to K. B's sq.	15. Q. R. to Q. Kt's sq.
16. P. to Q. B's 3rd.	16. B. to Q. B's 4th.
17. P. to K. B's 5th.	17. Q. to K. R's 5th.
18. P. to K. Kt's 3rd.	18. Q. to K. Kt's 4th.
19. P. to K. B's 6th.	19. Kt. to K's 4th.
20. P. takes K. Kt's P.	20. K. R. to Q's sq.
21. B. to K's 4th.	21. Q. takes P. at K. Kt's 2nd.
22. Q. to K. R's 5th.	22. K. R. to Q's 3rd.
23. B. takes K. R's P. (ch.)	23. K. to K. B's sq.
24. B. to K's 4th.	24. K. R. to K. R's 3rd.
25. Q. to K. B's 5th.	25. Q. takes K. Kt's P.*
26. Q. R. to Q. Kt's 2nd.	26. Q. R. to K's sq.
27. Kt. to K. B's 6th.	27. Q. R. to K's 3rd.
28. Q. R. to K. Kt's 2nd.	28. Q. takes R. (ch.)†
29. B. takes Q.	29. K's R. takes Kt.
30. Q. takes K's R.	30. R. takes Q.
31. R. takes R.	31. Kt. to K. Kt's 5th.
32. R. to K. B's 5th.	32. P. to Q. Kt's 3rd.
33. B. to Q's 5th.	33. Kt. to K. R's 3rd.
34. R. to K. B's 6th.	34. K. to K. Kt's 2nd.
35. R. to Q. B's 6th.	35. P. to Q. R's 4th.
36. R. to Q. B's 7th.	36. K. to K. Kt's 3rd.
37. K. to K. Kt's 2nd.	37. P. to K. B's 3rd.
38. K. to K. B's 3rd.	38. Kt. to K. B's 4th.
39. B. to K's 4th.	39. K. to K. Kt's 5th.
40. B. takes Kt.	40. K. takes B.
41. P. to K. R's 4th.	41. K. to K. Kt's 3rd.
42. R. to Q. B's 6th.	42. K. to K. R's 4th.
43. K. to K. Kt's 3rd.	43. P. to K. B's 4th.
44. R. to K. B's 6th.	44. P. to K. B's 5th (ch.)
45. K. takes P.	45. B. to K. B's 7th.
46. K. to K's 4th.	46. B. to Q. B's 4th.
47. R. to K. B's 5th (ch.)	47. K. takes K. R's P.
48. R. takes B.	48. P. takes R.
49. K. to Q's 5th.	

And White wins.

* Tempting, but very dangerous.
† He has nothing better.

FRENCH GAME.

GAME THE FIRST.—("Handbook," p. 368)

White.	Black.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th (best).	2. P. to Q's 4th.
3. P. takes P. (best.)	3. P. takes P.
4. P. to Q. B's 4th.	

This move is given in the "Handbook" as leading to an equal game, but in reality it is bad for White. His best move apparently is 4. K Kt to K B's 3rd, for which see Variation.

	4. K. B. to Q. Kt's 5th (ch.)
5. Q. B. to Q's 2nd.	

5. Q Kt to Q B's 3rd is shown in the "Handbook" to be unfavourable for White.

	5. Q. to K's 2nd (ch.)
6. Q. to K's 2nd.	6. Q. B. to K's 3rd.
7. P. takes P.	7. K. B. takes Q's B. (ch.)
8. Q. Kt. takes K's B.	8. B. takes Q. P.

The "Handbook" here dismisses the game as equal. The "Handbuch," on the contrary, prefers Black's game. The following is given by Mr. M. Lange, in the "Schachpartien," as a likely continuation:—

9. K. Kt. to K. B's 3rd.	9. Q. Kt. to Q. B's 3rd.
10. Q. to K's 3rd.	10. B. takes K's Kt.
11. Kt. takes B.	11. Castles.
12. Q. R. to Q's sq.	12. Q. to Q. Kt's 5th (ch.)
13. Q. to Q's 2nd.	13. Kt. takes Q's P.

And Black has the better game. White, however, might have played as his 9th move,—

9. Q. takes Q. (ch.)	9. K's Kt. takes Q.
10. K. Kt. to K. B's 3rd.	

Though even so, it is questionable whether he can maintain his isolated Pawn, which may shortly be attacked by almost every one of Black's pieces.

Variation on the 4th move of White.

WHITE.	BLACK.
1. P. to K's 4th.	1. 1 P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. K. Kt. to K. B's 3rd.	4. K. Kt. to K. B's 3rd.

If 4. P. to Q. B's 4th, then follows 5. K B to Q Kt's 5th (ch), and White has some advantage.

5. Q. B. to K's 3rd.	5. Q. B. to K's 3rd.
6. K. B. to Q's 3rd.	6. K. B. to Q's 3rd.
7. Castles.	7. Castles.

And the game seems equal.

GAMES

ILLUSTRATIVE OF THE FRENCH OPENING.

GAME I.—Between Messrs. Harrwitz and Horwitz.

BLACK. (Mr. Harrwitz.)	WHITE. (Mr. Horwitz.)
1. P. to K's 4th.	1. P to K's 3rd.
2. P. to Q's 4th.	2. P to Q's 4th.
3. P. takes P.	3. P. takes P.
4. P to Q B's 4th.	4. K Kt to B's 3rd.
5. Q. Kt. to B's 3rd.	5. B. to K's 2nd.
6. P. takes P.	6. K. Kt takes P.
7. K. B. to Q B's 4th.	7. Q. B to K's 3rd.
8. Q to Q. Kt's 3rd.	8. K B to Q Kt's 5th.
9. K. Kt to B's 3rd.	9. Q Kt to B's 3rd.
10. Castles.	10. K's B takes Kt.
11. P. takes B.	11. Castles.
12. Kt. to K. Kt's 5th.*	12. Q Kt to Q. B's 4th.
13. Q. to Q. B's 2nd †	13. P to K. Kt's 3rd.
14. Kt. takes B.	14. P. takes Kt
15. K B. to Q's 3rd.	15. Q. Kt to Q. B's 3rd.
16. Q. B. to K. R's 6th.	16. K. R to K. B's 2nd ‡

* An excellent move, relieving himself at once from the threatened danger to his Queen, and opening a most formidable attack upon the adverse King.

† Threatening mate, and thus escaping the loss of exchange.

‡ We should have preferred an attempt to carry the war into the enemy's territory, by playing the Q. to K. R's 6th, and K. Kt. to B's 5th afterwards.

17. K. B. *takes* K. Kt's P.	17. K. R. to Q's 2nd.
18. K. B. to K's 4th.	18. Q. to K. R's 5th.*
19. K. B. takes K's Kt.	19. K's R takes B.
20. B. to K's 3rd.†	20. K. R. to K. R's 4th.
21. P. to K. R's 3rd.	21. K. to R's sq.
22. Q. to Q. Kt's 3rd.‡	22. Q. R. to K. Kt's sq.§
23. Q. takes K's P.	23. Q. R. to K. Kt's 3rd.‖
24. Q. to Q. B's 8th (ch.)	24. Q. R to K. Kt's sq.
25. Q. to K's 6th.	25. Q. R. to K. Kt's 3rd.
26. Q to Q's 7th.	26. Q. R. to K. Kt's 2nd.
27. Q to Q. B's 8th (ch.)	27. Q. R. to K. Kt's sq.
28. Q. to K's 6th.	28. Kt. to Q's sq.
29. Q. to Q's 7th.	29. Q. to K's 5th.
30. P. to K. Kt's 3rd.	30. Kt. to K's 3rd.
31. K. R. to Q's sq.¶	31. K. R. takes K. R's P.
32. K. to K B's sq.	32. K. R. takes K. Kt's P.
33. P. takes R.	33. Q. takes B.
34. Q to Q's 5th.	34. R. to K. B's sq. (ch.)
35. K. to Kt's 2nd.	35. R. to K. B's 7th (ch.)
36. K. to R's 3rd.	36. Kt. to K. B's 5th (ch.)

White wins.

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* White now turns the assault upon his opponent, and the attack and counter-attack are admirably sustained.

† B. to Q's 2nd would, perhaps, have been better.

† This is ingeniously imagined, but it gives White too much time.

§ Losing moves. He should have played the Q. to K's 5th, when the following variation was probable:

	22. Q. to K's 5th.
23. K. to R's 2nd.	23. Q. R. to K. Kt.'s sq.
24. P. to K. Kt.'s 3rd, or[1]	24. Q. to K. Kt.'s 5th.
25. P. to K. R's 4th.	25. Q. or R. takes K. R's P. (ch.)

And wins.

‖ Again White loses time. Why not play the Kt. to Q's square directly?

¶ P. to Q's 5th seems much more effective, and leads to many striking variations.

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[1] 24. K. R. to K. Kt.'s sq. — 24. Q. to K. B's 4th (threatening mate in three moves).

25. P. to K. B's 3rd. — 25. Kt. to K's 4th. (He may *also play* Q. *to* K. Kt.'s 3rd.)

26. P. takes Kt. — 26. Q. takes K's P. (ch.)
27. K. to R's sq. (best.) — 27. Q. takes B.
28. Q. R. to K's sq. — 28. Q. takes K. B's P.
29. Q. takes K's P. (best.) — 29. Q. takes Q. B's P.

With a fine game.

GAME II.—Between Messrs. Bird and Brien. Played at the Birmingham Tourney.

BLACK. (Mr. Bird.)	WHITE. (Mr. Brien.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. B. to Q's 3rd.	4. Kt. to K. B's 3rd.
5. Kt. to K. B's 3rd.	5. B. to Q's 3rd.
6. Castles.	6. Castles.
7. B. to K's 3rd.	7. P. to K. R's 3rd.
8. Kt. to K's 5th.	8. R. to K's sq.
9. P. to K. B's 4th.	9. P. to Q. R's 3rd.
10. Q. Kt to Q's 2nd.	10. Kt. to Q. B's 3rd.
11. P. to Q. B's 3rd.	11. Kt. to K's 2nd.
12. Q. Kt. to K. B's 3rd.	12. Kt to K. B's 4th.
13. B. to K. B's 2nd.	13. Kt. to K's 5th.
14. Q. to Q. B's 2nd.	14. P. to K. B's 3rd.
15. P. to K. Kt's 4th.	15. P takes Kt.
16. K. B P. takes P.	16. B to K. B's sq.
17. P. takes Kt.	17. Q's B takes P.
18. B. to K Kt's 3rd.	18. B to K. R's 6th.
19. K. R. to K's sq.	19. Kt takes B.
20. P. takes Kt	20. P. to K. Kt's 4th.
21. R. to K's 2nd.	21. B. to K. Kt's 5th.
22. R. to K. B's 2nd.	22. B. takes Kt.
23. R. takes B.	23. R. to K's 2nd.
24. Q. R. to K. B's sq.	24. Q. to Q's 2nd.
25. Q. to K. B's 2nd.	25. B. to K. Kt's 2nd.
26. B. to Q. Kt's sq.	26. Q. to K's 3rd.
27. Q. to Q. B's 2nd.	27. B. to K. B's sq.
28. R. to K. B's 6th.	28. Q. to K. R's 6th.
29. Q. to K. B's 2nd.	29. B. to K. Kt's 2nd.
30. B. to K. B's 5th.	30. Q. to K. R's 4th.
31. B to K. Kt's 6th.	31. Q. to K. R's 6th.
32. R. to K. B's 7th.	32. R. takes R.
33. B. takes R. (ch.)	33. K. to K. R's sq.
34. P. to K's 6th.	34. B. to K. B's sq.
35. Q. to K's 3rd.	35. B. to K's 2nd.
36. Q. to K's 5th (ch.)	36. K. to K. R's 2nd.
37. B. to K. R's 4th	37. R. to K. B's sq.
38. R. takes R.	38. R. takes R
39. P. to K's 7th.	39. B. to K. Kt's 2nd.
40. B. to K. Kt's 6th (ch.)	

And wins.

GAME III.—Between Mr. St. Amant and Mr. Falkbeer. Played at the Birmingham Tourney.

WHITE. (Mr. F.)	BLACK. (Mr. St. A.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Q. B. to K's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q. B's 4th.	5. K. B. to K's 2nd.
6. Kt. to Q. B's 3rd.	6. Castles.
7. Q. to Q Kt's 3rd.	7. P. to Q. B's 3rd.
8. K. B. to Q's 3rd.	8. P. to Q's Kt's 3rd.
9. K. Kt. to K's 2nd.	9. Q. B. to K's 3rd.
10. P. to K R's 3rd.	10. P. to Q B's 4th.
11. P. to K. Kt's 4th.	11. Q. Kt. to B's 3rd.
12. Q. B's P. takes P.	12. K. Kt. takes Q's P.
13. Q. to Q. B's 2nd.	13. P. takes P.
14. B. takes P.	14. K. Kt. to Q. Kt's 5th.
15. Q. to Q's 2nd.	15. Q's Kt. takes B.
16. Kt. takes Kt.	16. Q. takes Kt.
17. B. takes R's P. (ch.)	17. K. takes B.
18. Q. takes Q.	18. Kt. to Q. B's 7th (ch.)
19. K. to Q's 2nd.	19. Kt. takes Q.
20. P. to K. B's 4th.	20. Q. R. to Q's sq.
21. Q. R. to K. B's sq.	21. Q. B. to Q. B's 5th.
22. Q. R. to K. B's 2nd	22. K. B. to Q. B's 4th.

And after a few more moves White resigned.

GAME IV.—Between the same opponents. Played at the Birmingham Tourney.

WHITE. (Mr. F.)	BLACK. (Mr. St. A.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. Kt. to K. B's 3rd.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. P. to Q's 4th.	4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.	5. B. to K Kt's 5th.
6. B. to K's 3rd.	6. B. to K's 2nd.
7. Q. Kt. to Q's 2nd.	7. Castles.
8. P. to K. R's 3rd.	8. B. to K. R's 4th.
9. P. to Q. B's 3rd.	9. P. to Q. Kt's 3rd.
10. P. to K. Kt's 4th.	10. B. to K. Kt's 3rd.
11. B. takes B.	11. K. B's P. takes B.
12. Kt. to K's 5th.	12. B. to Q's 3rd.
13. Q. Kt to K. B's 3rd.	13. P. to Q. B's 4th.
14. Q to Q. B's 2nd.	14. K. Kt. to Q's 2nd.
15. Castles on Q's side.	15. Q. to K's sq.
16. K. R. to K's sq.	16. P. to Q. B's 5th.

17. B. to K. Kt's 5th.	17. Q. to Q. B's sq.
18. B. to K. R's 4th.	18. Kt. to K. B's 3rd.
19. Q. Kt. to K. Kt's 5th.	19. Q. Kt. to Q's 2nd.
20. B. to K. Kt's 3rd.	20. R. to K's sq.
21. P. to K. B's 4th.	21. P. to Q. Kt's 4th.
22. P. to K. B's 5th.	22. P. to K. R's 3rd.
23. Q. Kt to K. B's 7th.	23. B. to K. B's sq.
24. P. takes P.	24. Kt. to K's 5th.
25. B. to K. R's 4th.	25. P. to Q. Kt's 5th.
26. R. takes Kt.	26. P. takes R.
27. Q. takes P.	27. R. to K's 3rd.
28. P. to K. Kt's 5th.	28. Kt. takes Kt.
29. Kt. takes Kt.	29. Q. R. to Q. Kt's sq.
30. P. takes K. R. P.	30. K. Kt's P. takes P.
31. Q. to K. B's 5th.	31. Q. to K's sq.
32. Q. to K. B's 7th (ch.)	32. Q. takes Q.
33. P. takes Q. (ch.)	33. K. to K. R's 2nd.
34. Kt. to Q's 7th.	34. R. to Q. B's sq.
35. P. to Q's 5th.	35. R. to K's 7th.
36. R. to K. Kt's sq.	36. B. to K. Kt's 2nd.
37. B. to K. B's 6th.	37. B. to B's sq.
38. R. to K. Kt's 8th.	38. P. to Q. Kt's 6th.
39. P. takes P.	39. P. takes P.
40. Kt. takes B. (ch.)	40. R. takes Kt.
41. R. takes R.	41. K. to K. Kt's 3rd.
42. R. to K's 8th.	42. R. to Q. B's 7th (ch.)
43. K. to Q's sq.	43. K. takes P.
44. R. to K's 2nd.	44. R. takes R.
45. K. takes R.	45. K. takes B.

And Black resigns after a few moves.

Game V.—Between Messrs. Lowenthal and Falkbeer. Played at the Birmingham Tourney.

WHITE. (Mr. F.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. Kt. to K. B's 3rd.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. P. to Q's 4th.	4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.	5. B. to Q's 3rd.
6. B. to K's 3rd.	6. Castles.
7. P. to K. R's 3rd.	7. Kt. to Q. B's 3rd.
8. P. to Q. B's 3rd.	8. P. to K. R's 3rd.
9. Q. Kt. to Q's 2nd.	9. B. to K's 3rd.
10. P. to K. Kt's 4th.	10. Q. to Q's 2nd.
11. Q. to Q. B's 2nd.	11. Kt. to K's sq.
12. Kt. to K. R's 4th.	12. Q. Kt to K's 2nd.
13. Kt. to K. B's 5th.	13. B. takes Kt.
14. P. takes B.	14. Kt. to K. B's 3rd.

15. Castles on Q's side.	15. P. to Q. Kt's 3rd.
16. Q. R. to K. Kt's sq.	16. K. to R's sq.
17. Kt. to K. B's 3rd.	17. P. to Q. B's 4th.
18. Kt. to K's 5th.	18. Q. to B's 2nd.
19. Kt. to K. Kt's 4th.	19. Q. Kt. to K. Kt's sq.
20. Kt. takes Kt.	20. Kt. takes Kt.
21. Q. to Q's 2nd.	21. R to K. Kt's sq.
22. K. to Q. Kt's sq.	22. K. to R's 2nd.
23. R. to Kt's 4th.	23. Q. R. to K's sq.
24. R. to K. R's 4th.	24. B. to K. B's sq.
25. Q. B. to K. B's 4th.	25. Q to K's 2nd.
26. P. to K B's 3rd.	26. P. to Q. B's 5th.
27. B. to Q. B's 2nd.	27. Q. to K's 7th.
28. Q. takes Q.	28. R. takes Q.
29. R. to K. Kt's sq.	29. R. to K's sq.
30. B. to K's 5th.	30. B. to K's 2nd.
31. P. to Q. R's 4th.	31. B to Q's sq.
32. P. to Q. Kt's 3rd.	32. P. to Q. R's 3rd.
33. P. takes B's P.	33. P. takes P.
34. B. takes Kt.	34. B. takes B.
35. R. to K's 4th.	35. P. to Q. Kt's 4th.
36. P. takes P.	36 P. takes P.
37. R takes R.	37. R. takes R.
38. B. to K's 4th.	38. K. to Kt's sq.
39. K. to B's 2nd.	39. R. to Q. Kt's sq.
40. R. to Q. R's sq.	40. P. to Q. Kt's 5th.
41. R. to Q. R's 8th.	41. R. takes R.
42. B. takes R.	42. P. takes P.
43. K. takes P.	43. K. to B's sq.
44. K. takes P.	44. B. to K's 2nd.
45. K. to Kt's 5th.	45. B. to Q. R's 6th.
46. K. to B's 6th.	46. K. to K's 2nd.

Drawn game.

GAME VI.—Between the same antagonists. Played at the Birmingham Tourney.

WHITE. (Mr. F.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. Kt to K. B's 3rd.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. P. to Q's 4th.	4. Kt. to K. B's 3rd.
5. B. to K. Kt's 5th.	5. B. to K's 2nd.
6. Kt. to Q. B's 3rd.	6. Castles.
7. B. to Q's 3rd.	7. P. to K. R's 3rd.
8. B. to K's 3rd.	8. Kt. to Q. B's 3rd.
9. P. to Q. R's 3rd.	9. Kt. to K. Kt's 5th.
10. Q. to Q's 2nd.	10. Kt. takes B.
11. P. takes Kt.	11. P. to K. B's 4th.

12. Castles on Q's side.	12. P. to Q. R's 3rd.
13. Q. Kt. to K's 2nd.	13. P. to Q. Kt's 4th.
14. Kt. to K. B's 4th.	14. P to Q. Kt's 5th.
15. P. to Q. Kt's 3rd.	15. R to K. B's 2nd.
16. P. to Q. R's 4th.	16. Q. to Q's 3rd.
17. Q. to K's 2nd.	17. B. to K. B's 3rd.
18. K. R. to K. B's sq.	18. Kt. to Q. R's 4th.
19. K. to Q Kt's sq.	19. B. to Q's 2nd.
20. Kt. to K. R's 5th.	20. P. to K. Kt's 3rd.
21. Kt. takes B. (ch.)	21. R. takes Kt.
22. Kt. to K's 5th.	22. Kt. to Q. B's 3rd.
23. Kt. takes B.	23. Q. takes Kt.
24. P. to K. Kt's 4th.	24. Kt. to K's 2nd.
25. P. takes P.	25. Kt. takes P.
26. Q. to K. Kt's 4th.	26. Q. to K's 3rd.
27. B. takes Kt.	27. R. takes B.
28. R. takes R.	28. Q takes R.
29. Q. takes Q.	29. P. takes Q.
30. R. to K. B's sq.	30. R. to K. B's sq.
31. P. to Q. R's 5th.	31. K. to Kt's 2nd.
32. P. to Q. B's 3rd.	32. P. takes P.
33. K. to Q. B's 2nd.	33. K to K. B's 3rd.
34. K. takes P.	34. K. to K's 3rd.
35. R. to K. Kt's sq.	35. K. to K. B's 3rd.
36. P. to K. R's 4th.	36. R. to K's sq.
37. K. to Q's 3rd.	37. R to K's 3rd.
38. R. to K. Kt's 8th.	38. R to Q. B's 3rd.
39. R. to Q's 8th.	39. K. to K's 3rd.
40. R. to K's 8th (ch.)	40. K. to K. B's 3rd.
41. R. to K's 5th.	41. R. to Q's 3rd.
42. K. to Q. B's 3rd.	42. R. to K's 3rd.
43. P. to Q. Kt's 4th.	43. P. to Q. B's 3rd.
44. R. takes R. (ch.)	44. K. takes R.
45. K. to Q's 3rd.	45. K. to B's 3rd.
46. K. to K's 2nd.	46. P. to K. B's 6th.
47. P. takes P.	47. K. to B's 4th.
48. K. to K. B's 3rd.	48. P. to K. R's 4th.
49. K. to K. Kt's 3rd.	49. K. to K's 5th.
50. P. to K. B's 6th.	50. K. takes B. P.
51. K. to B's 3rd.	

Drawn game.

Game VII.—Between Messrs. Falkbeer and Brien, Played at the Birmingham Tourney.

White. (Mr. F.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. Kt. to K. B's 3rd.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.

4. P. to Q's 4th.	4. Kt. to K. B's 3rd.
5. B. to K. Kt's 5th.	5. B. to Q's 3rd.
6. Kt. to Q. B's 3rd.	6 P. to Q. B's 3rd.
7. B. to Q's 3rd.	7. Castles.
8. Castles.	8. B. to K's 3rd.
9. Kt. to K's 2nd.	9. Q. Kt. to Q's 2nd.
10. Kt. to K. B's 4th.	10. P. to K. R's 3rd.
11. Kt. takes B.	11. P. takes Kt.
12. Q. to K's 2nd.	12. Q. to K's 2nd.
13. B. to K. R's 4th.	13. K. R. to Q's sq.
14. Q. R. to K's sq.	14. Q. Kt. to K. B's sq.
15. Kt. to K's 5th.	15. K. R. to K's sq.
16. P. to K. B's 4th.	16. P. to Q. B's 4th.
17. P. to Q. B's 3rd.	17. P. takes P.
18. P. takes P.	18. B. to Q. Kt's 5th.
19. Q. R. to Q. B's sq.	19. Q. R. to Q. B's sq.
20. Kt. to K. Kt's 4th.	20. Q. Kt. to Q's 2nd.
21. B. to Q. Kt's 5th.	21. K. R. to K. B's sq.
22. R. takes R.	22. R. takes R.
23. B. takes Q's Kt.	23. Q. takes B.
24. B. takes Kt.	24. Q. to K. B's 2nd.
25. B. to K's 5th.	25. Q. to K. B's 4th.
26. Kt. to K's 3rd.	26. Q. to K's 5th.
27. Q. to K. B's 3rd.	27. Q. takes Q.
28. R. takes Q.	28. R. to Q. B's 8th (ch.)
29. R. to K. B's sq.	29. B. to Q's 7th.
30. Kt. to Q's sq.	30. P. to Q. Kt's 4th.
31. P. to Q. R's 3rd.	31. P. to Q. R's 4th.
32. P. to K. Kt's 4th.	32. P. to Q. Kt's 5th.
33. P. takes P.	33. P. takes P.
34. K. to K. Kt's 2nd.	34. P. to Q. Kt's 6th.
35. P. to K. R's 4th.	35. R. to Q. B's 7th.
36. K. to K. B's 3rd.	36. K. to K. B's 2nd.
37. B. to Q's 6th.	37. K. to K's sq.
38. R. to K. B's 2nd.	38. B. to Q. B's 8th.
39. B. to Q. Kt's 4th.	39. K. to Q's 2nd.
40. B. to Q. B's 3rd.	40. K. to Q. B's 3rd.
41. P. to K. Kt's 5th.	41. K. to Q. Kt's 4th.
42. P. takes P.	42. P. takes P.
43. R. to K's 2nd.	43. B. takes K. B's P.
44. R. takes P.	44. B. to Q's 7th.
45. R. to Q's 6th.	45. B. to Q. B's 8th.
46. R. takes P. (ch.)	46. K. to Q. R's 3rd.
47. R. to Q. R's 5th (ch.)	47. K. to Q. Kt's 2nd.
48. R. to Q. R's 3rd.	

And Black resigns.

QUEEN'S KNIGHT'S OPENING.

The Queen's Knight's Opening is not touched upon in the "Handbook," and Mr. Jaenisch considered that by bringing out his Q's Kt. at the second move the first player throws away all prospect of an immediate attack—in other words, abandons the advantage of the move. Of late the opening has been more practised, and, in spite of its apparent lameness, the move 2. Q Kt. to Q B's 3rd, is thought to be *a safe and strong début*.

GAME THE FIRST.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. Kt. to K. B's 3rd.

According to the "Handbuch" this is Black's best move. He may, however, play 2. K. to Q B's 4th, as in Game II, and 2. K. B to Q Kt's 5th as in Game III. If 2. P. to K B's 4th, White replies with 3. P. takes P., and then defends the gambit *secundum artem*, with the advantage of having his Q's Kt. in the field.

3. P. to K. B's 4th.

This appears to be White's strongest move.

3. P. to Q's 4th.

Given by the "Handbuch" as best for Black.

4. P. to Q's 3rd.

A move found in the "Schachpartien." Instead of it the "Handbuch" gives 4. K's P. takes P. and 4. K. B's P. takes P. See Variations I and II.

4. Q's P. takes P.

4. P. to Q's 5th is weak because it would be followed by 5. Q. Kt. to K's 2nd, Q. B. to K. Kt's 5th; 6. K. B's P. takes P., K. Kt. to K. R's 4th; 7. Q. to Q's 2nd, leaving White a very powerful game.

5. K. B's P. takes P.	5. K. Kt. to K. Kt's 5th.
6. P. to Q's 4th.	6. P. to K's 6th.
7. K. Kt. to K. R's 3rd.	

This position is now the same as in the Philidor's defence to the King's Knight's opening: the first and second players having as it were changed places.

	7. P. to K. B's 3rd.

(The best move for the attack in this position, as we have before observed, is Q Kt to K. B's 3rd. See Philidor's Defence.)

8. K. B. to Q. B's 4th.

This defence is much more effective than in the ordinary Philidor's defence, on account of the Q's Kt. being in play.

	8. P. takes P.
9. Castles.	9. P. takes P.
10. K. B. to K. B's 7th (ch.)	10. K. to K's 2nd.
11. Q. Kt. to Q's 5th (ch.)	

And Black must lose. The above form the opening moves of a game between Mr. M. Lange and another German player, the whole of which will be found among the Illustrative Games at the end of the chapter.

Variation I *on White's 4th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. K. P. takes Q's P.	4. K. Kt. takes Q's P.
5. Kt. takes Kt.	5. Q. takes Kt.
6. P. takes P.	6. Kt. to Q. B's 3rd.
7. Kt. to K. B's 3rd.	7. Q. B. to K. Kt's 5th.
8. K. B. to K's 2nd.	8. Kt. takes P.

And the "Handbuch" dismisses the game as equal.

Variation II *on White's 4th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. Kt. to K. B's 3rd.

3. P. to K. B's 4th.	3. P. to Q's 4th.
4. K. B. P. takes K's P.	4. Kt. takes K's P.
5. K. Kt. to K. B's 3rd.	5. Q. B. to K. Kt's 5th.

He might play, perhaps more advantageously,—

5. K. B. to Q. Kt's 5th.

6. P. to Q's 3rd.	6. Kt. takes Q's Kt.
7. P. takes Kt.	7. Kt. to Q. B's 3rd.
8. P. to Q's 4th.	8. P. to K. B's 3rd.

And again the "Handbuch" determines the positions to be equal.

Variation III *on Black's 7th move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. Kt. to K. B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. to Q's 3rd.	4. Q. P. takes P.
5. K. B's P. takes P.	5. K. Kt. to K. Kt's 5th.
6. P. to Q's 4th.	6. P. to K's 6th.
7. K. Kt. to K. R's 3rd.	7. Q. Kt. to Q. B's 3rd.
8. K. B. to Q. Kt's 5th.	8. Q. to K. R's 5th (ch.)
9. K. to K. B's sq.	9. Kt. to K. B's 7th.
10. Q. to K's sq.	

White may also play 10. Q to K. B's 3rd, and then if 10. Kt. takes R, 11. K. B. takes Q's Kt. (ch) P. takes B (best). 12. Q. takes Q. B's P. (ch.) K. to Q's sq (best) 13. Q's B. takes P., and White has the better game, as the Knight cannot escape. If Black play 10. K's kt. takes Kt., or 10. Q's B. takes Kt., White may still answer with 11. K. B. takes Q's Kt. (ch), and got the advantage, possibly Black's best move is 10. P. to K's 7th (ch); if 10. Q. B. to Q's 2nd, 11. K's Kt. takes Kt.; if 10. Q. takes Q's P., 11. K. B. takes Q's Kt. (ch.).

	10. Q. takes Q's P.
11. Q. B. takes P.	11. Q. takes K's P.
12. Q. B. takes K's Kt.	12. Q. takes Q. (ch.)

13. Q's R. takes Q. (ch.)	13. K. to Q's sq.
14. K's B. takes Kt.	14. P. takes B.
15. K. Kt. *to* Kt's *5th.*	

And White has an undeniable superiority.

GAME THE SECOND.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. B. to Q. B's 4th.
3. P. to K. B's 4th.	

Instead of this move, the "Handbuch" presents—3. K. Kt to K. B's 3rd, *following that move with* 3. Q. Kt. to Q B's 3rd. 4. K. B to Q Kt's 5th / K Kt. to K B's 3rd. 5. Castles / Q. to K's 2nd. 6. P. to Q's 3rd / Castles, and the game is about even.

	3. P. to Q's 3rd.
4. K. Kt. to K. B's 3rd.	4. Q. Kt. to Q. B's 3rd.
5. K. Kt. to K. Kt's 5th.	

And we reproduce a well known position in the King's Gambit Declined.

If Black for his third move had played 3. K. B. takes K's Kt. *then ensues* 4. K's B takes B / P. takes P. 5. P to Q's 4th / Q to K. R's 5th (ch.), and *the* situation is identical with one which occurs in the Counter-*Gambit to the King's Bishop's Opening, except that White,* who is in the position of the second player, has his Q's Kt. out. The recurrence of so many well known variations with the positions of the players reversed, in this opening, seems at first sight to condemn it altogether. Upon reflection, however, it will be found that this conclusion is not quite justified, since there is perhaps no one legitimate opening wherein the defence would not prove successful, if the defending player *were allowed an extra move*, which is precisely the case in the present opening, since White, who usually finishes by occupying the place of second player,

has always his Q's Kt. in play, which, as we have seen in Game I, may be sufficient to convert a doubtful into a very decisive attack.

GAME THE THIRD.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. Q. Kt. to Q. B's 3rd.	2. K. B. to Q's Kt's 5th.
3. K. Kt. to K. B's 3rd.	

Here again it is observable that Black in setting up this species of "Ruy Lopez" attack is a move behindhand compared with White, owing to his K's Kt. being at home.

	3. K. B. takes Q's Kt.
4. Q. P. takes B.	4. P. to Q's 3rd.

And the game is even.

Instead of 3. K. Kt. to K. B's 3rd, White's best play here is probably 3. P. to K. B's 4th.

GAMES

ILLUSTRATIVE OF THE QUEEN'S KNIGHT'S OPENING.

GAME I.—Between Messrs. Max Lange and Alvenslebon. (From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. to Q's 3rd.	4. Q. P. takes P.
5. K. B's P. takes P.	5. K. Kt. to K. Kt's 5th.
6. P. to Q's 4th.	6. P. to K's 6th.
7. Kt. to K. R's 3rd.	7. P. to K. B's 3rd.
8. B. to Q. B's 4th.	8. P. takes P.
9. Castles.	9. P. takes P.
10. B. to K. B's 7th (ch.)	10. K. to K's 2nd.
11. Kt. to Q's 5th (ch.)	11. K. to Q's 3rd.

12. Kt. takes K's P.	12. Kt. takes Kt.
13. Q. takes Q's P. (ch.)	13. K. to Q. B's 3rd.
14. Q. to Q. B's 3rd (ch.)	14. K. to Q. Kt's 3rd.
15. B. takes Kt. (ch.)	15. P. to Q. B's 4th.
16. P. to Q. Kt's 4th.	16. K. to Q. B's 2nd.
17. P. takes P.	17. Q's B. takes Kt.
18. P. takes B.	18. Kt. to Q's 2nd.
19. B. to K. B's 4th (ch.)	19. K. to Q. B's sq.
20. B. to K's 6th.	20. Q. to K's 2nd.
21. P. to Q. B's 6th.	21. Q. to Q. B's 4th (ch.)
22. Q. takes Q.	22. B. takes Q. (ch.)
23. K. to Kt's 2nd.	23. P. takes P.
24. Q. R. to Q's sq.	24. K. R. to Q's sq.
25. R. takes Kt.	25. R. takes R.
26. R. to Q's sq.	

And Black resigns.

GAME II.—Between Messrs. Max Lange and Guretzki-Comitz. (From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. G.-C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. K. B. to Q. B's 4th.
3. P. to K. B's 4th.	3. K's B. takes Kt.
4. K's R. takes B.	4. K's P. takes P.*
5. P. to Q's 4th.	5. Q. to K. R's 5th (ch.)
6. P. to K. Kt's 3rd.	6. P. takes P.
7. R. takes P.	7. Q. takes K. R's P.†
8. Q. to K. B's 3rd.	8. P. to K. Kt's 3rd.‡

Notes by Mr. Max Lange.

* If 4. $\frac{\text{Q. to K. R's 6th (ch)}}{}$, 5. $\frac{\text{P. to K. Kt's 3rd}}{\text{Q. takes K. R's P.}}$, 6. $\frac{\text{R. to K. Kt's 2nd}}{\text{Q. to K. R's 8th}}$, 7. $\frac{\text{Q. to K. Kt's 4th}}{}$, and White has the better game. If 4. $\frac{\text{Q. Kt. to Q. B's 3rd}}{}$, 5. $\frac{\text{Q. to K. Kt's 4th}}{}$; and if 4. $\frac{\text{P. to Q's 3rd}}{}$, 5. $\frac{\text{Q. to K's 2nd}}{}$.

† If 7. $\frac{\text{K. Kt. to K. B's 3rd}}{}$, or 7. $\frac{\text{P. to K. R's 3rd}}{}$, White replies with 8. $\frac{\text{Q. to K. B's 3rd}}{}$. If 7. $\frac{\text{P. to K. Kt's 3rd}}{}$, 8. $\frac{\text{Q. B. to K. Kt's 5th}}{}$. In every case White gets the better game.

‡ Better perhaps to play 8. $\frac{\text{Q. Kt. to Q. B's 3rd}}{}$, afterwards supporting the K. B's P. by 9. $\frac{\text{Q. Kt. to Q's sq}}{}$. See next game.

9. B. to Q. B's 4th.
10. Kt. to Q's 5th.
11. Q. B. to K. Kt's 5th.
12. Q. B. takes K. B's P. (ch.)
13. Kt. to Q. B's 7th (ch.)
14. Q. to Q. R's 3rd (ch.)
15. Q. takes Q. B's P. (ch.)
16. Q. takes Q's P. (ch.)
17. Q. to Q's 8th (mate.)

9. P. to K. B's 3rd.
10. K. to Q's sq.
11. P. to Q. B's 3rd.
12. K. to K's sq.
13. K. to B's sq.
14. P. to Q. B's 4th.
15. P. to Q's 3rd.
16. Kt. to K's 2nd.

Game III.—Between Mr. Max Lange and a German Amateur. (From the "Schachpartien.")

WHITE. (Mr. M. L.)	BLACK. (Mr. —).
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. K. B. to Q. B's 4th.
3. P. to K. B's 4th.	3. K's B. takes Kt.
4. R. takes B.	4. K's P. takes P.
5. P. to Q's 4th.	5. Q. to K. R's 5th (ch.)
6. P. to K. Kt's 3rd.	6. P. takes P.
7. R. takes P.	7. Q. takes K. R's P.
8. Q. to K. B's 3rd.	8. Q. Kt. to Q. B's 3rd.
9. B. to Q. B's 4th.	9. Q. Kt. to Q's sq.
10. R. takes K. Kt's P.	10. Q. to K. R's 5th (ch.)
11. K. to Q's sq.	11. Q. to K's 2nd.
12. Kt. to Q's 5th.	12. Q. to K. B's sq.
13. Kt. takes Q. B's P. (ch.)	13. K. to K's 2nd.
14. B. to K. Kt's 5th (ch.)	14. K. to Q's 3rd
15. Q. to K. Kt's 3rd (ch.)	15. K. to Q. B's 3rd.
16. P. to Q's 5th (ch.)	16. K. to Q. B's 4th.
17. B. to K's 3rd (ch.)	17. K. takes B.
18. P. to Q. Kt's 3rd (ch.)	18. K. to Q. Kt's 5th.
19. Q. to K's sq. (ch.)	19. K. to Q. R's 6th.
20. B. to Q. B's sq. (mate.)	

Game IV.—Between Messrs. Hampe and Szen.

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.*	2. K. B. to Q. B's 4th.
3. K. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.

Notes by the Editor of the "Chess Players' Chronicle."

* For the systematic introduction of this opening into modern chess we are mainly indebted to Herr Hampe and Major Jaenisch.

4. P. to Q's 3rd.	4. P. to Q. B's 3rd.
5. Q. B. to K. Kt's 5th.	5. P. to Q. R's 4th.
6. P. to Q. R's 4th.*	6. B. to Q. Kt's 5th.
7. K. Kt. to K's 2nd.†	7. P. to Q. Kt's 4th.
8. P. takes P.	8. P. to Q's 4th.
9. Q's B. takes Kt.	9. P. takes Q's B.
10. P. takes Q's P.	10. P. takes Q's P.
11. B. takes P.	11. Q. takes B.
12. Castles.	12. Q. to her sq.
13. K. Kt. to Kt's 3rd.	13. B. takes Q's Kt.
14. P. takes B.	14. Castles.
15. Q. to K. B's 3rd.	15. Q's R. to his 2nd.
16. Kt. to K's 4th.	16. Kt. to Q's 2nd ‡
17. P. to Q. B's 4th.	17. B. to Q. Kt's 2nd.
18. Q. to K's 3rd.	18. Q's R. to his sq.§
19. Kt. to Q's 6th.	19. Q. to her B's 2nd.
20. Kt. to K. B's 5th.	20. K. to his R's sq.‖
21. K. R. to Q. Kt's sq.	21. K. R. to K. Kt's sq.
22. P. to K. B's 3rd.	22. Q. to her B's 4th.
23. Q takes Q.	23. Kt. takes Q.
24. K. to his B's 2nd.	24. K. R. to Q's sq.
25. P. to Q. Kt's 6th.	25. P. to Q. R's 5th.
26. K. R. to Q. Kt's 5th.	26. Kt. to K's 3rd.
27. K. R. to Q. Kt's 4th.	27. P. to Q. R's 6th.
28. K. R. to Q. Kt's 3rd.	28. Kt. to Q's 5th.
29. Kt. takes Kt.	29. P. takes Kt.
30. K's R. takes P.	30. R. takes R.
31. R. takes R.	31. R. to Q. R's sq.
32. R. takes R. (ch.)	32. B. takes R.
33. K. to his 2nd.	33. K. to his Kt's sq.

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* P. to Q. R's 3rd is generally the safest move in positions of this class.

† Unless we are mistaken, Q. to K. B's 3rd is White's proper move.

‡ It is evident that Black could not have played P. to K. B's 4th without losing his centre Pawn, even though he might afterwards have adopted P. to K. B's 3rd as a resource.

§ We may remark that if Black had played Q. to her Kt's 3rd, instead of making this purely defensive move, White's best reply would perhaps have been to exchange Queens, not with the view of winning the doubled Pawn on the K. B's file, but rather with the intention of advancing subsequently his Pawns to Q. B's 5th and Q. B's 4th. But if, instead of exchanging Queens, White in such a case attempted to win a Piece by *moving* his Pawn to Q. B's 5th, it appears that Black, by a curious manœuvre in one of the variations thereupon ensuing, might obtain by far the strongest game.

‖ *The only move to ward off checkmate.*

34. K. to Q's 2nd.	34. K. to his B's sq.
35. P. to Q. B's 3rd.	35. P. takes P. (ch.)
36. K. takes P.	36. K. to his 2nd.
37. K. to Q's 4th.	37. K. to Q's 3rd.
38. P. to Q. B's 5th (ch.)	38. K. to his 3rd.
39. K. to Q. B's 4th.	39. B. to Q. B's 3rd.
40. P. to Q's 4th.	40. P. to K. B's 4th.
41. P. to K. B's 4th.	41. B. takes P.
42. K. to Q. Kt's 5th.	42. K. to Q's 2nd.
43. K. to Q. R's 6th.	43. K. to Q. B's sq.
44. K. to Q. Kt's 5th	44. K. to Q. Kt's 2nd.
45. K. to Q. B's 4th.	45. K. to Q. B's 3rd.
46. K. to Q. Kt's 4th.	46. B. to Q's 4th.
47. K. to Q. R's 5th.	47. B. to Q. B's 5th.
48. K. to Q. Kt's 4th.	48. B. to Q. R's 3rd.

The game was finally given up as drawn.

GAME V.—Between Messrs. Lowenthal and Hampe.

BLACK. (Mr. H.)	WHITE. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.†	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. P. to Q. Kt's 4th.
4. B. takes Kt's P.	4 P. to Q. B's 3rd.
5. B. to Q. R's 4th.	5. B. to Q. B's 4th.‡
6. Kt. to K. B's 3rd.	6. Castles.
7. Castles.	7. P. to Q's 4th.
8. Kt. takes K's P.	8. P. takes K's P.
9. Kt. takes Q. B's P.	9. Q. to Q. B's 2nd.
10. Kt. takes Kt.	10. Kt. to his 5th.§
11. P. to K. Kt's 3rd.	11. Kt. to K's 4th.
12. Kt. to Q's 7th.	12. Kt. to K. R's 6th (ch.)
13. K. to R's sq.	13. Q. B. to Q. Kt's 2nd.‖
14. Kt. takes K's B.	14. Q. takes Kt.
15. K. to Kt's 2nd.	15. Q. to K. R's 4th.
16. P. to K. R's 3rd.	16. P. to K's 6th.

* If he had played K. to Q. R's 7th, Black, by answering with B. to Q. Kt's 2nd would have won at least one of the three passed Pawns.

† A favourite mode of opening with Mr. Hampe.

‡ This may be termed Evans' Gambit *en second*.

§ The game now becomes of singular interest, and the after play of White will be found to deserve the highest praise.

‖ Very well played.

17. Q's P. takes P.	17. Kt. to K's 8th (double ch.)
18. K. to R's 2nd.	18. Kt. to B's 6th (ch.)
19. K. to Kt's 2nd.	19. Q. R. to Q's sq.

And Black resigns *

GAME VI.—Between Messrs Falkbeer and Lowenthal.
Played at the Birmingham Tourney.

WHITE. (Mr. F.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q B's 3rd.	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q's 3rd.	4. P. to K R's 3rd.
5. P. to K. B's 4th.	5. P. to Q's 3rd.
6. Kt. to K B's 3rd.	6. Castles.
7. Kt. to Q R's 4th.	7. P. to Q. B's 3rd.
8. P. takes K's P.	8. P. takes P.
9. Kt. takes B.	9. Q. to Q. R's 4th (ch.)
10. B. to Q's 2nd.	10. Q. takes Kt.
11. P. to Q. R's 3rd.	11. P. to Q. Kt's 4th.
12. B. to Q. Kt's 3rd.	12. P. to Q. R's 4th.
13. Q. to K's 2nd.	13. Kt. to Q. R's 3rd.
14. B. to K's 3rd.	14. Q. to K's 2nd.
15. Castles on K's side.	15. Kt. to K. Kt's 5th.
16. B. to Q's 2nd.	16. Kt. to Q. B's 4th.
17. B. to Q. R's 2nd.	17. Kt. to K's 3rd.
18. P. to Q. B's 3rd.	18. Q. to Q's 3rd.
19. P. to K. R's 3rd.	19. Kt. to K. B's 3rd.
20. P. to Q's 4th.	20. Kt. to Q's 2nd.
21. B. to K's 3rd.	21. K. to R's 2nd.
22. Q. R. to Q's sq.	22. Q. to Q. B's 2nd.
23. Kt. to K. R's 4th.	23. Kt. to K. B's 3rd.
24. B takes K. R's P.	24. K. takes B.
25. R. takes Kt. (ch.)	25. P. takes R.
26. Kt. to B's 5th (ch.)	26. K. to Kt's 3rd.
27. B. takes Kt.	27. P. takes B.
28. Q. to Kt's 4th (ch.)	28. K. to R's 2nd.
29. Q. to R's 5th (ch.)	29. K. to Kt's sq.
30. Q to Kt's 6th (ch.)	30. K. to R's sq.
31. Q. to R's 6th (ch.)	31. K. to Kt's sq.
32. R. to Q's 3rd.	32. P. takes P.
33. P. to K's 5th.	33. P. takes Kt.

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* Because he must now move his Queen to a square where she can be won by the Knight giving discovered check.

34. R. to Kt's 3rd (ch.)	34. K. to B's 2nd,
35. Q. to K's 7th (ch.)	35. K. to K's sq.
36. Q. takes Q.	36. B. to K's 3rd.
37. R. to Kt's 7th.	37. R. to K. B's 2nd.
38. R. takes R.	38. B. takes R.
39. Q. takes P. (ch.)	39. Resigned.

GAME VII.—Between Mr. Brien and a Polish Player.

WHITE. (Mr. B.)	BLACK. (Mr. —).
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. B. to Q. Kt's 5th.
3. Kt. to Q's 5th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. to Q's 5th.
5. P. to Q. B's 3rd.	5. P. to Q. B's 3rd.
6. P. takes B.	6. P. takes Kt.
7. P. takes K's P.	7. P. takes P.
8. Q. to K. Kt's 4th.	8. P. to K. Kt's 3rd.
9. Q. takes K's P.	9. Q. to K's 2nd.
10. B. to Q. Kt's 2nd.	10. Kt. to K. B's 3rd.
11. Q. to K. B's 3rd.	11. Kt. to K. R's 4th.
12. P. to K. Kt's 4th.	12. Kt. to K. Kt's 2nd.
13. B. to Q. B's 4th.	13. Castles.
14. Kt. to K's 2nd.	14. Q. Kt. to Q. B's 3rd.
15. P. to Q. Kt's 5th.	15. Q. Kt. takes K's P.
16. Q. to her B's third.	16. R. to K's sq.
17. P. to K. B's 4th.	17. P. to Q's 4th.
18. K's B. takes P.	18. Q. to her B's 4th.
19. K's B. takes P. (ch.)	19. K. takes B.
20. P. takes Kt.	20. Q. takes Q.
21. Castles (ch.)	21. K. to his Kt's sq.
22. B. takes Q.	22. B. takes P.
23. Kt. to K. Kt's 3rd.	23. K. R. to K's 3rd.
24. P. to Q's 4th (ch.)	24. Q. R. to Q's sq.
25. Kt. to K's 4th.	25. B. to K's 7th.
26. Kt. to K. B's 6th.	26. K. to his R's sq.
27. P. to Q's 5th.	27. K. R. to Q. Kt's 3rd.
*28. P. to Q. R's 4th.	28. R. takes R.
29. R. takes B.	29. R. takes Kt.
30. P. takes R.	

And wins.

Game VIII.—Between the same players.

WHITE. (Mr. B.)	BLACK. (Mr. ——).
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2 B. to Q. Kt's 5th.
3. Kt. to K. B's 3rd.	3. B. takes Q's Kt.
4. Q's P. takes B.	4. P. to Q's 3rd.
5. B. to Q. B's 4th.	5. Kt. to K. B's 3rd.
6. B to K. Kt's 5th.	6. Castles.
7. Q. to K's 2nd	7. Q. B. to K's 3rd.
8. Castles on Q's side.	8. Q. Kt. to Q's 2nd.
9. Kt. to K. R's 4th.	9. B. takes B.
10. Q. takes B.	10. P. to K. R's 3rd.
11. B takes Kt	11. Kt. takes B.
12. Kt. to K. B's 5th.	12. K. to his R's 2nd.
13. P. to K. Kt's 4th.	13. P. to K. Kt's 3rd.
14. Kt. to K's 3rd.	14. P. to Q. Kt's 4th.
15. Q. to her 3rd.	15. P. to Q. R's 3rd.
16. P. to K. R's 4th.	16. Q. to her B's sq.
17. P. to K. B's 3rd.	17. Q. to K's 3rd.
18. K. to Q. Kt's sq.	18. Kt to K's sq.
19. P. to Q R's 3rd.	19. Q. R. to Q. B's sq.
20. Kt. to Q's 5th.	20. P. to Q. B's 3rd.
21. Kt. to K's 3rd.	21. Q. R. to Q's sq.
22. P. to Q. B's 4th.	22. P. takes P.
23. Q. takes Q. B's P.	23. Q. takes Q.
24. Kt. takes Q.	24. P. to K. B's 3rd.
25. Kt. to Q. R's 5th.	25. R to Q. B's sq.
26. Kt. to Q. Kt's 7th.	26. P. to Q's 4th.
27. P. takes P.	27. P. takes P.
28. Q's R. takes P.	28. K. R. to K. B's 2nd.
29. Kt. to Q's 6th.	29. Q. R. to Q's sq.
30. K. R. to Q's sq.	30. Kt. to Q. B's 2nd.
31. Kt. takes R.	31. R. takes R.
32. R. takes R.	32. Kt. takes R.
33. P. to Q. B's 4th.	33. Kt. to Q. B's 2nd.
34. P. to Q. Kt's 4th.	34. P. to K. R's 4th.
35. P. to Q. R's 4th.	35. K. to his Kt's 2nd.
36. Kt to Q's 6th.	36. K. to his B's sq.
37. P. takes P.	37. P. takes P.
38. P. to Q. Kt's 5th.	38. P. takes P.
39. Q. B's P. takes P.	39. K. to his 2nd.
40. Kt. to K. B's 5th (ch.)	40. K. to Q's 2nd.
41. K. to Q. B's 2nd.	41. Kt. to Q's 4th.
42. K. to Q's 3rd.	42. K. to Q. B's 2nd.
43. Kt. to K's 3rd.	43. Kt. to Q. Kt's 5th (ch.)
44. K. to Q. B's 4th.	44. Kt. to Q. R's 7th.
45. Kt. to Q's 5th (ch.)	45. K. to Q. Kt's 2nd.
46. Kt. takes P.	46. Kt. to Q. B's 8th.

47. Kt. takes P.	47. Kt. to K's 7th.
48. K. to Q's 3rd.	48. Kt. to Q's 6th.
49. P. to K. B's 4th.	49. Kt. to K. B's 4th.
50. P. takes P.	50. Kt. takes P.
51. K. to his 4th.	51. Kt. to K. Kt's 3rd.
52. Kt. to K. B's 4th.	52. Kt. to K's 2nd.
53. Kt. to Q's 5th.	53. Kt. to Q. B's sq.
54. P. to K's 6th.	54. Kt. to Q's 3rd (ch.)
55. K. to his 5th.	55. Kt. to K's sq.
56. Kt. to K. B's 6th,	

And wins.

Game IX.—Between Messrs. Lowenthal and Hampe.

Black. (Mr. H.)	White. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.*
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q's 3rd.	4. P. to Q's 3rd.
5. B. to K Kt's 5th.	5. B. to K's 3rd.
6. Kt. to Q's 5th.	6. B. takes Kt.
7. B. takes B.	7. P. to Q. B's 3rd.
8. B. to Q. Kt's 3rd.	8. Q. Kt. to Q's 2nd.
9. Kt. to K. B's 3rd.	9. Castles.
10. Castles.	10. P. to K. R's 3rd.
11. B. to K. R's 4th.	11. P. to K. Kt's 4th.†
12. B. to K. Kt's 3rd.	12. Q. to K's 2nd.
13. K. to R's sq.	13. K. to R's sq.
14. P. to K. R's 4th.	14. Kt. to K. R's 4th.
15. Q. to her 2nd.‡	15. K. R. to K. Kt's sq.
16. P. takes P.	16. Kt. takes B. (ch.)
17. P. takes Kt.	17. P. takes P.

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* This is considered the best reply, but the second player may safely move his K's B. to Q. B's 4th; or, if he wish a lively game, can adopt the counter gambit 2. P. to K. B's 4th.

† We rarely like the advance of this Pawn so early in the game.

‡ At first sight it appears as if Black could now sacrifice his Knight, and get a winning attack; but on carefully looking through the variation, the student will find White can escape. For suppose 15. $\frac{\text{Kt. takes Kt's P.}}{\text{Kt. takes B. (ch)}}$, 16. $\frac{\text{P. takes Kt.}}{\text{P. takes Kt.}}$ 17. $\frac{\text{Q. to K. R's 5th (ch)}}{\text{K. to Kt's 2nd}}$, and we cannot see how Black, owing to the peculiar situation of his King, can ever maintain the attack.

18. P. to Q. B's 3rd.	18. R. to K. Kt's 2nd.
19. P. to Q's 4th.	19. B. to Q. Kt's 3rd.
20. P. to Q. R's 4th.	20. P. to Q. R's 4th.
21. K. to R's 2nd.*	21. Kt. to K. B's 3rd.
22. K's R. to R's sq.	22. R. to K. R's 2nd (ch.)
23. K. to Kt's sq.	23. R. takes R. (ch.)
24. K. takes R.	24. Kt. takes K's P.
25. Q. to K's sq.	25. P. to K. R's 4th.
26. P. to K. Kt's 4th.	26. Q. to K. R's 2nd (ch.)
27. K. to Kt's sq.	27. P. takes Q's P.
28. Kt. takes Q's P.	28. P. to Q. B's 4th.
29. P. takes K. B's P.	29. P. takes Kt.
30. Q. takes Kt.	30. P. to Q's 6th (dis. ch.)

And White mates next move.

Game X.—Between Messrs. Hampe and Falkbeer.

White. (Mr. H.)	Black. (Mr. F.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.†	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.‡	3. P. to Q. Kt's 4th.
4. B. takes Kt's P.	4. P. to Q. B's 3rd.
5. B. to Q. B's 4th.	5. B. to Q. B's 4th.
6. P. to Q's 3rd.	6. P. to Q's 4th.
7. P. takes P.	7. P. takes P.
8. K. B. to Q. Kt's 5th (ch.)	8. B. to Q's 2nd.
9. B. takes B. (ch.)	9. Q's Kt. takes B.
10. P. to K. R's 3rd.§	10. Q. to Q. Kt's 3rd.
11. Q. to K's 2nd.	11. Castles on K's side.
12. Q. Kt. to Q's sq.	12. P. to K's 5th.‖
13. P. to Q. B's 3rd.¶	13. P. takes Q's P.

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* This appears to be utterly useless, and worse.

† To this opening Mr. Hampe is extremely partial, and in the use of it he certainly exhibits great originality and resource.

‡ P. to K. B's 4th, as was before remarked, leads to many striking situations, and is perhaps the most lively form this game can take. For other variations see the German "Handbuch" (1858), p. 240.

§ This was an error, seemingly irreparable, for White never afterwards appears to have had time to liberate his men. We believe he should have played K. Kt. to K. R's 3rd.

‖ Mr. Falkbeer has now a powerful attack, and he maintains it capitally.

¶ White's case is too perilous for timid measures. His Pieces are

14. Q. takes P.	14. Q. Kt. to K's 4th.
15. Q. to her B's 2nd.	15. Q. to Q. R's 3rd.*
16. K. Kt. to K's 2nd.	16. Q. Kt. to Q's 6th (ch.)
17. K. to B's sq.	17. K. Kt. to K's 5th.
18. Q. B. to K's 3rd.	18. B. takes B.
19. P. takes B.	19. P. to K. B's 4th.
20. P. to K. Kt's 3rd.	20. K's Kt. takes P. (ch.)†
21. Kt. takes Kt.	21. P. to K. B's 5th.
22. P. takes P.	22. R. takes P. (ch.)
23. K. to Kt's 2nd.	23. Q. to K. Kt's 3rd.
24. Q. to Q's 2nd.	24. Q. R. to K. B's sq.
25. K. R. to K. Kt's sq.	25. K. R. to K. B's 6th.
26. K. to R's 2nd.	26. Q. to K's 3rd.
27. K. R. to Kt's 2nd.	27. Kt. to K. B's 5th.
28. Kt. to K. B's 2nd.	28. Kt. takes R.
29. Kt. to K. Kt's 4th.	29. Kt. to K's 6th.
30. Q. R. to K's sq.	30. Kt. takes Kt. (ch.)
31. P. takes Kt.	31. Q. to Q's 3rd.

And White surrenders.

Game XI.—Between Messrs. Staunton and Barnes against Messrs. Lowenthal and "Alter."

Black. (Messrs. L. and A.)	White. (Messrs. S. and B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. takes K's P.	4. Kt. takes K's P.
5. Kt. to K. B's 3rd.	5. B. to K. Kt's 5th.
6. K. B. to K's 2nd.	6. Kt. to Q. B's 3rd.
7. B. to Q. Kt's 5th.	7. B. to Q. Kt's 5th.

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looked up, and it is obvious that, if exposed to the combined action of the enemy's Rooks and Knights, the position of his King cannot long be tenable. For these reasons, in Mr. Hampe's predicament, we should at once have sacrificed the Queen's Pawn. By throwing that Pawn forward on the adverse Bishop, and then playing his own Bishop to K's 3rd, he must have prevented the opening of the King's file, and might have gained time to bring his forces into the field.

* A fine move admirably followed up.

† We are gone retrograde we fear in chess, as in other things, during the last few years; for a succession of ingenious combinations occurring in a single *partie* is quite a rarity, and has upon us all the freshening influence of some unexpected novelty. When will our amateurs shake off their apathy, and give us something as smart in style and sound in calculation, as this sparkling little game?

8. Q. to K's 2nd.	8. Kt. to K. Kt's 4th.
9. Q. to K. B's 2nd.	9. Q. B. takes K's Kt.
10. P. takes B.	10. Castles.
11. B. takes Kt.	11. P. takes B.
12. Kt. to K's 2nd.	12. P. to K. B's 3rd.
13. P. to K. B's 4th.	13. Kt. to K's 3rd.
14. P. to Q. B's 3rd.	14. B. to Q. R's 4th.
15. P. to Q's 4th.	15. P. takes K's P.
16. P. takes P.	16. P. to Q's 5th.
17. B. to Q's 2nd.	17. Q. to Q's 4th.
18. K. R. to K. B's sq.	18. B. to Q. Kt's 3rd.
19. Q. to K. Kt's 3rd.	19. P. to Q's 6th.
20. Kt. to Q. B's sq.	20. Q. R. to Q's sq.
21. Kt. to Q. Kt's 3rd.	21. P. to Q. R's 4th.
22. P. to Q. B's 4th.	22. Q. takes Q. B's P.
23. B. to Q. B's 3rd.	23. B. to Q's 5th.
24. Kt. takes B.	24. Kt. takes Kt.
25. K. to Q's 2nd.	25. Kt. to K's 3rd.
26. P. to K. B's 4th.	26. Kt. to Q. B's 4th.
27. Q. R. to K's sq.	27. Kt. to K's 5th (ch.)
28. R. takes Kt.	28. Q. takes R.
29. R. to K. B's 2nd.	29. K. R. to K. B's 2nd.
30. Q. to K's 3rd.	30. Q. to K. B's 4th.

The game was won by White.

CENTRE COUNTER GAMBIT.

GAME THE FIRST.—("Handbook," p. 376, &c.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P. (best)	

If 2, $\frac{\text{P. to K's 5th}}{\text{P. to Q's 5th}}$. 3. $\frac{\text{P. to K. B's 4th}}{\text{P. to Q. B's 4th}}$. 4. $\frac{\text{Kt. to K. B's 3rd}}{\text{Kt. to Q. B's 3rd}}$.
5. $\frac{\text{P. to Q's 3rd}}{\text{P. to K's 3rd}}$. 6. $\frac{\text{K. B. to K's 2nd}}{\text{P. to K. B's 3rd}}$, and the game is equal.

2. Q. takes P.

3. Q. Kt. to Q. B's 3rd.

For the result of 3. $\frac{\text{P. to Q's 4th}}{\quad}$, see Game II.

3. Q. to K's 4th (ch.)

As the "Handbook" observes, 3. $\frac{\text{Q. to Q's sq.}}{\quad}$ is Black's best move, but it may be well to exhibit the effect of checking with the Queen.

4. K. B. to K's 2nd.	4. Q. B. to K. Kt's 5th.

He may also play, as in the variation. 4. $\frac{\text{Q. Kt. to Q. B's 3rd.}}{}$

5. P. to Q's 4th.	5. Q. to K's 3rd.
6. P. to Q's 5th.	6. Q. to K's 4th.
7. P. to K. B's 4th.	7. Q. B. takes B.
8. K. Kt. takes B.	8. Q. to Q's 3rd.
9. Q. Kt. to K's 4th.	9. Q. to Q. Kt's 5th (ch.)
10. K. Kt. to Q. B's 3rd.	10. P. to K's 3rd.
11. Castles.	

And White has the superior game.

Variation on Black's 4th move.

1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3. Q. Kt. to Q. B's 3rd.	3. Q. to K's 4th (ch).
4. K. B. to K's 2nd.	4. Q. Kt. to Q. B's 3rd.
5. K. Kt. to K. B's 3rd.	5. Q. to K. B's 3rd.
6. Q. Kt. to Q. Kt's 5th (best.)	

If 6. $\frac{\text{P. to Q's 4th}}{\text{Q. B. to K. Kt's 5th}}$. 7. $\frac{\text{Q. Kt. to Q's 5th}}{\text{Q. to Q's 3rd}}$. 8. $\frac{\text{P. to Q. B's 4th}}{\text{B. takes Kt}}$. 9. $\frac{\text{Q. B. to K. B's 4th}}{\text{B. takes K's B}}$. 10. $\frac{\text{Q. takes B}}{\text{Kt. takes Q's P.}}$ 11. $\frac{\text{Q. to K's 4th}}{\text{K. Kt. to K. B's 3rd.}}$ 12. $\frac{\text{Q. takes Q. Kt.}}{\text{Q. to K's 3rd (ch)}}$. 13. $\frac{\text{Kt. to K's 3rd}}{}$., and White has still the better position.

	6. K. to Q's sq.
7. Castles.	7. Q. B. to K. Kt's 5th.
8. P. to Q's 4th.	8. P. to Q. R's 3rd.
9. P. to Q's 5th.	9. Q. Kt. to Q. Kt's 5th.
10. Q. Kt. to Q. B's 3rd.	10. Q. B. to K. B's 4th.
11. K. Kt. to Q's 4th.	11. Q. to K. Kt's 3rd.
12. P. to Q. R's 3rd.	12. Q. B. takes Q. B's P.
13. K. Kt. takes B.	13. Q. Kt. takes Kt.
14. K. B. to Q's 3rd.	

And White must win.

GAME THE SECOND.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3. P. to Q's 4th.	3. Q. to K's 5th (ch.)

Here Black should play 3. P. to K's 4th., or 3. Q. Kt. to Q. B's 3rd which the "Handbook" considers to lead to an even game.

4. Q. B. to K's 3rd.	4. Q. B. to K. B's 4th.
5. Q. Kt. to Q. B's 3rd.	5. Q. takes Q. B's P.
6. Q. takes Q.	6. B. takes Q.
7. Q. R. to Q. B's sq.	7. Q. B. to K. B's 4th.
8. Q. Kt. to Q's 5th.	

With a fine attacking position.

ADDITIONAL GAMES

EXEMPLIFYING THE IRREGULAR OPENINGS.

GAME I.—Between Messrs. Horwitz and Harrwitz.

WHITE Mr. Horwitz.	BLACK. (Mr. Harrwitz)
1. P. to Q. B's 4th.*	1. P. to K. 4th.
2. Kt. to Q. B's 3rd.	2. P. to K. B's 4th.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 3rd.	4. Kt. to K. B's 3rd.
5. P. to K. Kt's 3rd.	5. Kt. to Q. B's 3rd.
6. B. to K. Kt's 2nd.	6. P. to Q's 3rd.
7. Kt. to K. R's 3rd.	7. K. B. to K's 2nd.
8. P. to K. B's 4th.	8. Castles.
9. Castles.	9. P. to K. R's 3rd.
10. P. to Q. Kt's 3rd.	10. Q. B. to Q's 2nd.
11. Q. B. to Q. Kt's 2nd.	11. K. Kt. to K. Kt's 5th.
12. Q. to Q's 2nd.	12. K. B. to K. B's 3rd.
13. Q. Kt. to Q's 5th.	13. K. R. to K's sq.
14. Q. Kt. takes B (ch.)	14. P. takes Kt.
15. Q. R. to K's sq.	15. K. to K. R. 2nd.
16. K. to R's sq.	16. K R. to K. Kt's sq.

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* One of the safest and best openings known. See the "Handbook p. 381, and the games in the match between Messrs. St. Amant and Staunton, "Chess Player's Companion," pp. 316—378.

17. Kt. to K. Kt's sq.	17. P. to K. R's 4th.
18. Kt. to K. B's 3rd.	18. Q. to K's 2nd.
19. Kt. to K. R's 4th.*	19. Q. R. to K. B's sq.
20. P. to K's 4th.	20. K. B's P. takes P.
21. Q. P. takes P.	21. Q. Kt. to Q's 5th.
22. P. to K. B's 5th.	22. B. to K's sq.
23. Q. B. to Q. B's sq.	23. Q. to K. Kt's 2nd.
24. K. B. to K. B's 3rd.	24. P. to Q. Kt's 3rd.
25. P. to K. R's 3rd.	25. Kt. to K. R's 3rd.
26. K. R. to K. Kt's sq.	26. B. to K. B's 2nd.
27. K. B. to Q's sq.	27. P. to Q. Kt's 4th.†
28. P. takes P.	28. P. to Q's 4th.
29. P. takes P.	29. B. takes P (ch.)
30. K. to R's 2nd.	30. B. to K. B's 2nd.
31. K. R. to Q. B's 2nd.	31. Q. R. to Q's sq.
32. Q. to K. B's 2nd.	32. Q. to K. B's sq.
33. Kt. to K. Kt's 6th.	33. B. takes Kt.
34. P. takes B (ch.)	34. K. to Kt's 2nd.
35. K. B. to Q's 3rd.	35. K. R. to K. R's sq.‡
36. K. R. to K. B's sq.	36. K. Kt. to K. Kt's 6th (ch.)
37. P. takes Kt.	37. P. takes P (dis. ch.)
38. K. to Kt's 2nd.	38. Kt. to K. B's 6th.
39. K. R. to R's sq.	39. Kt. takes Q's R (ch.)
40. R. takes Kt.	40. Q. R. takes B.
41. B. to K's 3rd.	41. Q. to Q. R's sq. (ch.)
42. K. to K. B's sq.	42. K. R. to K. R's 8th (ch.)§
43. K. to K's 2nd.	43. K. R. takes R (ch.)
44. K. takes Q. R.	44. Q. to Q's 4th (ch.)
45. K. to Q. B's 3rd.	45. Q to Q's 8th.
46. B. takes Q. B's P.	46. Q. to Q. B's 8th (ch.)
47. K. to Q. Kt's 4th.	47. R. to K's 5th (ch.)
48. K. to Q. R's 5th.	48. K. takes P.
49. P. to Q. R's 4th.	49. Q. to Q. B's 6th (ch.)
50. P. to Q. Kt's 4th.	50. P. to K. B's 4th.

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* Throughout this game both players exert themselves to the utmost, and there is scarcely a move in it which does not bear the impress of careful study and reflection.

† An ingenious endeavour to bring his Bishop into action against the adverse King.

‡ Preparatory to a beautiful and brilliant manœuvre.

§ Here Black forgot himself. By checking with the Queen instead of the Rook he might have won easily. For example:—

	42. Q to K. R's 8th (ch.)
43. K. to his 2nd (best.)	43. Q. to K's 5th.
44. If R. to Q's sq., or R. to K. B's sq.	44. R. to K. R's 7th, and wins.

White may vary his 44th move, but in no way can he save the game.

51. Q. to Q. R's 2nd.	51. R. to Q. B's 5th.
52. K. to Q. R's 6th.	52. Q. to Q's 6th.
53. K. takes Q. R. P.	53. Q. to Q's 2nd (ch.)
54. K. to Q. R's 6th.	54. Q. to Q. B's sq. (ch.)
55. K. to Q. Kt's 6th.	55. Q. to K's 3rd (ch.)
56. K. to Q. R's 5th.	56. Q. to Q's 4th.
57. Q. to K. B's 2nd.	57. Q. to Q. R's sq (ch.)
58. B. to Q. R's 7th.	58. R. to Q's 5th.
59. P. to Q. Kt's 6th.	59. Q. to Q's 4th (ch)
60. P. to Q. Kt's 5th.	60. Q. to Q. Kt's 6th.†
61. Q. takes R.	61. P. takes Q.
62. P. to Q. Kt's 7th.	62. Q. to Q. B's 6th (ch.)
63. K. to Q. R's 6th.	63. Q. takes K. Kt's P.
64. P. Queens.	64. Q. takes Q.
65. B. takes Q.	65. P. to Q's 6th.
66. B. to K. B's 4th.	66. P. to K. Kt's 6th.
67. P. to Q. Kt's 6th.	67. P. to K. Kt's 7th.
68. P. to Q. Kt's 7th.	68. P. Queens.
69. P. Queens.	69. Q. to K. Kt's 5th.
70. Q. to her 6th (ch.)	70. K. to B's 2nd.
71. P. to Q. R's 5th.	71. Q. to K's 7th.
72. K. to R's 7th.	72. Q. to K. B's 7th (ch)
73. K. to Kt's 8th.	73. Q. to Q. Kt's 7th. (ch.)
74. Q. to Q. Kt's 6th.	74. Q. to K. R's sq (ch.)
75. K. to R's 7th.	75. Q. to Q. B's 6th.
76. P. to R's 6th.	76. P. to Q's 7th.
77. Q. to Q's 6th.‡	77. P. Queens.
78. Q. takes Q.	78. Q. to Q. B's 4th (ch.)
79. K. to Kt's 7th.	79. Q. to Q. Kt's 5th (ch.)
80. K. to B's 6th.	80. Q. to Q. B's 5th (ch.)

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* Threatening presently to win the Bishop or to take the Q. Kt's P. with his Rook, and, if the B. took the R., to mate in two more moves.

† Q. to Q. B's 5th would have been much better, for suppose—

	60. Q. to Q. B's 5th.
61. Q. takes R., or (A.)	61. Q. takes Q.

And White cannot save the game.

(A.)

61. P. to Q. Kt's 7th.	61. Q. to her B's 2nd (ch.)
62. B. to Q. Kt's 6th (best.)	62. Q. to her B's 6th (ch.)

And then mates in two moves more.

‡ At this crisis White is guilty of an oversight, as remarkable as that of his opponent at move 60, for he had only now to take the Q's P. with his Bishop to win the day. Let us suppose, for instance:—

77. B. takes Q. P.	77. Q. takes B.
78. K. to Q. Kt's 8th.	

And Black cannot save the game.

81. K. to Q's 7th.	81. Q. to K's 3rd (ch.)
82. K. to Q's 8th.	82. Q. to Q. Kt's 3rd (ch.)
83. K. to Q's 7th.	83. Q. to K's 3rd (ch.)
84. K. to B's 7th.	84. Q. takes P.
85. Q. to Q's 7th (ch.)	85. K. to B's 3rd.
86. Q. to Q's 8th (ch.)	86. K. to B's 2nd.
87. Q. to Q's 5th (ch.)	87. Q. interposes.

Drawn game.

(The duration of this fine game exceeded seven hours.)

GAME II.—Between Messrs. Brien and Bird. Played at the Birmingham Tourney.

WHITE. (Mr. Brien.)	BLACK. (Mr. Bird.)
1. P. to Q. B's 4th.	1. P. to K's 4th.
2. P. to K's 3rd.	2. Kt. to K. B's 3rd.
3. P. to Q. R's 3rd.	3. P. to Q. B's 4th.
4. Kt. to Q. B's 3rd.	4. Kt. to Q. B's 3rd.
5. P. to Q. Kt's 3rd.	5. P. to Q's 3rd.
6. K. B. to Q's 3rd.	6. P. to K. Kt's 3rd.
7. B. to Q. Kt's 2nd.	7. K. B. to K. Kt's 2nd.
8. K. Kt. to K's 2nd.	8. Q. B. to K's 3rd.
9. Castles.	9. Kt. to K. R's 4th.
10. R. to K's sq.	10. P. to K. B's 4th.
11. Kt. to K. Kt's 3rd.	11. Kt. takes Kt.
12. K. B's P. takes Kt.	12. P. to K. R's 4th.
13. B. to K's 2nd.	13. Q. to K. Kt's 4th.
14. R. to K. B's sq.	14. P. to K. R's 5th.
15. P. to K. Kt's 4th.	15. R. to K. R's 2nd.
16. R. to Q. Kt's sq.	16. R. to Q's sq.
17. Kt. to Q's 5th.	17. R. to Q's 2nd.
18. P. to K. R's 3rd.	18. R. to K. B's 2nd.
19. P. to Q. Kt's 4th.	19. P. takes Q. Kt's P.
20. Q. R's P. takes P.	20. P. to K's 5th.
21. B. takes B.	21. Q's R. takes B.
22. Kt. to K. B's 4th.	22. B. to Q's 2nd.
23. P. to Q's 4th.	23. Kt. to K's 2nd.
24. P. to Q's 5th.	24. P. takes K. Kt's P.
25. B. takes P.	25. Kt. to B's 4th.
26. B. takes Kt.	26. P. takes B.
27. Q. to Q's 4th.	27. P. to Q. Kt's 3rd.
28. P. to Q. B's 5th.	28. Q. to Q's sq.
29. P. takes Q's P.	29. K. to K. B's 2nd.
30. Q. R. to Q. R's sq.	30. P. to Q. R's 4th.
31. P. takes P.	31. P. takes P.
32. Q. to Q. R's 7th.	32. Q. R. to K. Kt's 6th.
33. Q. R. takes P.	33. K. R. to K. Kt's 2nd.

34. K. R. to Q. Kt's sq.	34. R. takes K's P.
35. K. R. to Q. Kt's 8th.	35. R. checks.
36. K. to B's 2nd.	36. Q. takes K's R.
37. Q. takes Q.	37. R. to Q. B's 8th.
38. Q. to R's 7th.	38. K. to K's sq.
39. Kt. to K. R's 5th.	39. R. to Q. B's 7th (ch.)
40. K. to K's 3rd.	40. P. to K. B's 5th (ch.)
41. Kt. takes P.	41. B. to K. B's 4th.
42. Q. to Q. Kt's 6th.	

And Black resigns after two or three more moves.

Game III.—Between Mr. Staunton and Mr. Lowenthal. Played in the Birmingham Tourney.

White. (Mr. S.)	Black. (Mr. L.)
1. P. to Q. B's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.
3. P. to K's 3rd.	3. B. to Q. Kt's 5th.
4. Q. to Q. Kt's 3rd.	4. P. to Q. B's 4th.
5. Kt. to Q's 5th.	5. Kt. to Q. B's 3rd.
6. Kt. to K's 2nd.	6. P. to Q's 3rd.
7. Kt. to K. Kt's 3rd.	7. B. to K's 3rd.
8. P. to Q. R's 3rd.	8. B. to Q. R's 4th.
9. Q. takes P.	9. B. to Q's 2nd.
10. Q. to Q. Kt's 3rd.	10. Castles.
11. Kt. *takes* Kt. *(ch.)*	11. Q. takes Kt.
12. B. to K's 2nd.	12. Q. to K. R's 5th.
13. B. to K. B's 3rd.	13. Q. R. to Q. Kt's sq.
14. Q. to Q's 3rd.	14. B. to Q. B's 2nd.
15. B. takes Kt.	15. B. takes B.
16. P. to K's 4th.	16. P. to K. B's 4th.
17. Castles.	17. P. takes P.
18. Q. to Q. B's 2nd.	18. R. to K. B's 5th.
19. P. to Q. Kt's 3rd.	19. Q. R. to K. B's sq.
20. B. to Q. Kt's 2nd.	20. Q. R. to K. B's 3rd.
21. Q. R. to K's sq.	21. R. to K. R's 3rd.
22. P. to K. R's 3rd.	22. Q. R. to K. B's 3rd.
23. R. to K's 3rd.	23. B. to Q. R's 4th.
24. Q. to Q's sq.	24. Q. to K. R's 3rd.
25. Q. to K's 2nd.	25. Q. to K. Kt's 3rd.
26. B. to Q. B's sq.	26. K. R. to K. R's 5th.
27. R. to K's sq.	27. Q. R. to K. B's 5th.
28. Kt. to K. B's sq.	28. R. to K. B's 6th.
29. Kt. to Kt's 3rd.	29. R. takes R.
30. Q. takes R.	30. Q. to K. B's 2nd.
31. R. to K's 2nd.	31. R. to K. B's 5th.
32. B. to Q. Kt's 2nd.	32. Q. to K. Kt's 3rd.

33. P. to Q. Kt's 4th,	33. B. to Q. Kt's 3rd.
34. P. to Q. Kt's 5th,	34. B. to Q. Kt's 2nd.
35. Q. to Q. B's 3rd.	35. P. to K. R's 4th.
36. R. to K's 3rd.	36. P. to K. R's 5th.
37. Kt. to K. R's sq.	37. Q. to K. B's 2nd.
38. P. to Q. R's 4th.	38. Q. to Q. B's 2nd.
39. P. to Q's 3rd.	39. B. to R's 4th.
40. Q. to Q. B's 2nd.	40. P. takes P.
41. Q. takes P.	41. P. to K's 5th.
42. Q. to Q's sq.	42. Q. to K's 2nd.
43. P. to K. Kt's 3rd.	43. P. takes P.
44. R. takes P.	44. R. to K. B's 2nd.
45. R. to K's 3rd.	45. P. to Q's 4th.
46. P. takes P.	46. Q. to K. Kt's 4th (ch.)
47. Kt. to K. Kt's 3rd.	47. B. takes P.
48. B. to Q. B's sq.	48. Q. to K's 4th.
49. Q. to B's 2nd.	49. P. to Q. B's 5th.
50. B. to Kt's 2nd.	50. Q. to K. Kt's 4th.
51. B. to Q's 4th.	51. B. to Q. Kt's 3rd.
52. Q. to Q's 2nd.	52. Q. to K. B's 5th.
53. Kt. to K. R's 5th.	53. P. to Q. B's 6th.
54. B. takes P.	54. Q. to K. Kt's 4th (ch.)
55. Kt. to Kt's 3rd.	55. B. takes R.
56. Q. takes B.	56. Q. takes Q.
57. P. takes Q.	57. R. to K. B's 6th.
58. B. to K's 5th.	58. R. takes P.
59. Kt. to B's 5th.	59. R. to Q's 6th.
60. P. to Q. R's 5th.	60. P. to K's 6th.
61. Kt. to Q's 4th.	61. R. to Q's 8th (ch.)
62. K. to R's 2nd.	62. P. to K's 7th.
63. Kt. takes P.	63. R. to Q's 7th.
64. B. to Q. Kt's 8th.	64. R. takes Kt. (ch.)
65. K. to Kt's 3rd.	65. R. to Q. Kt's 7th.
66. B. takes P.	66. B. to Q. Kt's 2nd.

And White resigns.

GAME IV.—Between the same players. Played at the Birmingham Tourney.

BLACK. (Mr. L.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Kt. to K. B's 3rd.
3. K. B. to Q. B's 4th.	3. Kt. takes P.
4. P. to Q's 4th.	4. P. to K's 3rd.
5. Kt. to K. B's 3rd.	5. K. B. to Q's 3rd.
6. Castles.	6. Castles.
7. K. B. to Q's 3rd.	7. K. B. to K. B's 5th.

8.	Q. Kt to Q's 2nd.	8. Q. Kt. to Q. B's 3rd.
9.	P. to Q. R's 3rd.	9. K. Kt. to K. B's 3rd.
10.	Q. Kt. to K's 4th.	10. B. takes B.
11.	Q. R. takes B.	11. Q. to K's 2nd.
12.	K. R. to K's sq.	12. P. to Q. Kt's 3rd.
13.	Kt. takes Kt. (ch.)	13. P. takes Kt.
14.	P. to Q's 5th.	14. Kt. to K's 4th.
15.	Kt. takes Kt.	15. P. takes Kt.
16.	B. takes K. R's P. (ch.)	16. K. takes B.
17.	Q. checks at R's 5th.	17. K. to Kt's 2nd.
18.	R. to K's 3rd.	18. R. to K. Kt's sq.
19.	R. to Kt's 3rd (ch.)	19. K. to B's sq.
20.	Q. to R's 6th (ch.)	20. K. to his sq.
21.	R. takes R. (ch.)	21. K. to Q's 2nd.
22.	P. takes P. (ch.)	22. Q. takes P.
23.	R. to Q's sq. (ch.)	23. K. to B's 3rd.
24.	Q. takes Q. (ch.)	24. P. takes Q.
25.	Q. R. to Q's 8th.	

And White resigns.

Game V.—Between M. de Remioulle and Mr. F. Deacon

	BLACK. (M. de R.)	WHITE. (Mr. D.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	Kt. to K. B's 3rd.	2. P. to Q's 4th.
3.	P. takes Q's P.	3. P. to K's 5th.
4.	Q. to K's 2nd.	4. Q. to K's 2nd.
5.	K. Kt. to Q's 4th.	5. P. to K. Kt's 3rd.*
6.	Kt. to Q. B's 3rd.	6. B. to K. Kt's 2nd.
7.	Q. to K's 3rd.	7. Q. to K's 4th.
8.	Q. Kt. takes K's P.†	8. K. Kt. to K's 2nd.‡
9.	Kt. to K. B's 3rd.	9. Q. takes Q's P.
10.	Kt. to Q. B's 3rd.	10. Q. to her sq.
11.	B. to Q. B's 4th.	11. Castles.
12.	Castles.	12. Q. Kt. to Q. B's 3rd.
13.	P. to Q's 3rd.	13. Q. B. to K. Kt's 5th.
14.	Kt. to K. Kt's 5th.	14. Q. Kt. to Q's 5th.
15.	K. B. to Q. Kt's 3rd.	15. P. to K. R's 3rd.
16.	P. to K. R's 3rd.	16. K. Kt. to B's 4th.

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* The object of this was to make an outlet for the King's Bishop.

† Beautifully played.

‡ It is obvious that, if White had taken the K's Kt., he must have lost the game. For suppose,—

		9. Q. takes K's Kt.
10.	Kt. to K. B's 6th (double ch.)	10. K. moves.
11.	Q. to K's 8th. Mate.	

17. Q. to her 2nd.
18. K. Kt. to K's 4th.
19. K. to R's sq.
20. Q. to K. B's 4th.
21. Q. to K. R's 2nd.
22. K. to Kt's sq.

17. Q. B. to K. R's 4th.
18. B. to K. B's 6th.*
19. Q. to K. R's 5th.
20. Q. takes K. R's P. (ch.)
21. B. takes K. Kt's P. (ch.)
22. Q. Kt. to K. B's 6th.

Checkmate.

Game VI.—Botween Messrs.' Heydebrand and De Rives.

WHITE. (Mr. de R.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q. B's 3rd.	2. Kt. to K. B's 3rd.
3. P. to Q's 4th.	3. Kt. takes K's P.
4. P. takes P.	4. P. to Q's 4th.
5. Q. B. to K's 3rd.	5. Q. B. to K's 3rd.
6. Q. Kt. to Q's 2nd.	6. Q. Kt. to Q's 2nd.
7. Q's Kt. takes Kt.	7. P. takes Kt.
8. Q. to Q. R's 4th.	8. Q. B. to K. B's 4th.
9. Castles.	9. P. to Q. B's 3rd.
10. P. to K. B's 3rd.	10. Q. to Q. B's 2nd.
11. K. B's P. takes P.	11. Q. B. to K. Kt's 3rd.
12. Kt. to K. B's 3rd.	12. Kt. takes K's P.
13. Q. B. to K. B's 4th.†	13. Kt. to Q's 6th (ch.)
14. K's B. takes Kt.	14. Q. takes Q's B. (ch.)
15. K. to Q. Kt's sq.	15. K. B. to Q. B's 4th.
16. K. R. to K. B's sq.	16. Castles on K's side.
17. P. to K. Kt's 3rd.	17. Q. to Q. B's 2nd.
18. Kt. to K. R's 4th.	18. P. to Q. Kt's 4th.
19. Q. to Q. B's 2nd.	19. K. R. to Q's sq.
20. P. to K. Kt's 4th.‡	20. P. to Q. R's 4th.
21. Kt. to K. B's 5th.	21. B. takes Kt.
22. P. takes B.	22. P. to K. B's 3rd.
23. Q. to K. Kt's 2nd.	23. K. R. to Q's 2nd.
24. B. to Q. B's 2nd.§	24. Q. R. to Q's sq.
25. B. to Q. Kt's 3rd (ch.)	25. K. to K. R's sq.
26. Q's R. takes R.	26. R. takes R.

---

* The winning move.

† Q. to her 4th would, perhaps, have been better.

‡ A good move; preventing the adverse Bishop being played to K. R's 4th, and enabling White presently to make an opening for his Castle's battery on the King's citadel.

§ P. to K's 5th, threatening to take the Q. Kt's P. with the Bishop, would have been of little avail, since Black, in answer, could have played his Q's R. to Q's sq.

27. B. to K's 6th *	27. R. to Q's sq.
28. R. to K. B's 3rd.	28. Q. to K's 4th.
29. R. to K. R's 3rd,†	29. Q. to K. B's 5th.
30. Q. to K. B's 3rd.	30. Q. to Q's 7th.
31. Q. to K. B's sq.	31. P. to Q. R's 5th.
32. P. to Q. R's 3rd.	32. R. to K's 6th.
33. K to Q. R's 2nd.	33. R. to Q's 6th.
34. K. to Q Kt's sq.‡	34. P. to Q. Kt's 5th.
35. Q. R's P. takes P.	35. P. to Q. R's 6th.

And White resigns.

---

* I doubt much if this is so strong as advancing the King's Pawn; for suppose,—

27. P. to K's 5th.	27. Q. takes P., or (A.)
28. Q. takes Q. B's P.	28. Q. to Q's 3rd.
29. R. to K's sq.	

And White has considerably the advantage.

(A.)

27. P. takes P.

This seems his best move.

28. P. to K. B's 6th.

And again White has by far the better game.

† Intending to take the K. R's P., and mate next move.

‡ This move is not in keeping with White's earlier play in the present game He ought here to have moved P. to K's 5th, or, as he subsequently suggested, Q. to K. B's 3rd. In the latter case, the following is a probable continuation:—

34. Q. to K. B's 3rd.	34. P. to K. R's 3rd.
35. Q. to K. R's 5th.	35. R to Q's sq.
36. R. to K. Kt's 3rd.	36. B. to K. Kt's 4th.

(Black must guard against his K. Kt's P. being taken, or he would lose off-hand, apparently. If he try a counter-attack, by advancing his Q. Kt's P. and Q. R's P., White can capture the Pawns with his Q. R's P. and his King.)

37. P. to K. R's 4th.	37. Q. to K. R's 7th.
38. R. to Q's 3rd.	38. R. to Q. Kt's sq.

(If he move the Rook to K. B's sq., White may play his Queen to K. B's 7th, and will win easily whether his Queen be captured or not.)

39. Q. to her sq, and wins.

Game VII.—Between Messrs. Brien and Falkbeer. Played at the Birmingham Tourney.

WHITE. (Mr. B.)	BLACK. (Mr. F.)
1. P. to Q's 4th.	1. P to K. B's 4th.
2. P. to Q B's 4th.	2. Kt. to K. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to K's 3rd.
4. P. to Q. B's 3rd.	4. B. to K's 2nd.
5. P. to K's 3rd.	5. P. to Q. Kt's 3rd.
6. B. to Q's 3rd.	6. B. to Q. Kt's 2nd.
7. Kt. to K. B's 3rd.	7. P. to Q. B's 4th.
8. Castles.	8. Castles.
9. P. to Q. Kt's 3rd.	9. Q. to K's sq.
10. P. to Q's 5th.	10. Q to K. R's 4th.
11. Kt. to K's 5th.	11. P takes P.
12. P. takes P.	12. P. to Q's 3rd.
13 B. to K's 2nd.	13. Q. to K's sq.
14. Kt to K. B's 3rd.	14 K Kt. to Q's 2nd.
15. B. to Q. Kt's 2nd.	15. Kt to Q. R's 3rd.
16. Q. to Q's 2nd.	16. Kt. to Q. B's 2nd.
17. Kt. to Q. Kt's 5th.	17. Kt takes Kt.
18. B. takes Kt.	18. P. to Q. R's 3rd.
19. B. takes Kt.	19. Q. takes B.
20. K. R. to K's sq.	20. Q. R to K's sq.
21. Q R. to Q's sq.	21. P. to K's Kt's 4th.
22. P. to K's 4th.	22. P. to K. R's 3rd.
23. P. takes P.	23. Q. takes P.
24. R. to K's 6th.	24. Q to K R's 2nd.
25. Q. R. to K's sq.	25. B. to Q. B's sq.

And the game was given up as drawn.

Game VIII.—Between Messrs. Larroche and De Rivière.

WHITE. (Mr. L.)	BLACK. (Mr. De R.)
1. P. to K B's 4th.	1. P. to Q's 4th.
2. P. to Q B's 4th.	2 P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. P. to Q. B's 4th.
4. P. to Q. Kt's 3rd.	4. Kt. to Q. B's 3rd.
5. Q. B. to Q. Kt's 2nd.	5. P. to Q's 5th.
6. P. to K. Kt's 3rd.	6 P to K. B's 4th.

If the Pawn be taken, then would follow—

3. P. to K's 4th.	3. P. to Q. Kt.'s 4th.
4. P. to Q. R's 4th.	

and, in a few moves, White regains the Pawn, and acquires an advantageous position.

7. Kt. to Q. R's 3rd.	7. Kt. to K. B's 3rd.
8. Kt. to Q. B's 2nd.	8. K. Kt. to K's 5th.
9. B. to K. Kt's 2nd.	9. P. to Q. R's 4th.
10. Castles.	10. K. B. to K's 2nd.
11. P. to Q's 3rd.	11. Kt. to K. B's 3rd.
12. K. R. to K's sq.	12. Castles.
13. P. to K's 4th.	13. K. B's P. takes P.
14. P. takes P.	14. P. to K's 4th.
15. P. to K. B's 5th.*	15. Q. to Q. B's 2nd.
16. Kt. to K. R's 4th.	16. K. Kt. to K's sq.
17. Q. to K. R's 5th.	17. K. B. takes Kt.
18. Q. takes B.	18. Q. to her sq.
19. Q. to K. R's 3rd.	19. Q. Kt. to K's 2nd.
20. P. to K. Kt's 4th.	20. Q. to her 3rd.
21. Q. R. to Q's sq.	21. Q. R. to his 3rd.
22. Q. B. to Q. R's 3rd.	22. Q. R. to Q. B's 3rd.†
23. Kt. to K's 3rd.	23. P. to Q. Kt's 3rd.
24. Kt. to Q's 5th.	24. K. R. to K. B's 2nd.
25. Q. to K. Kt's 3rd.‡	25. P. to K. Kt's 4th.
26. Q. B. *to his sq.*§	26. P. *to* K. B's 3rd.

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* Nothing could have been gained by capturing the Pawn, since Black might always win another in return by Kt. to K. Kt.'s 5th, &c.

† To enable him to play the Q. Kt.'s Pawn without imprisoning his Rook.

‡ Hazardous as it may seem at first sight, we should certainly in White's place *have taken the Q's Pawn with the Q's Rook,* and we err egregiously in our calculation if by that sacrifice M. Larroche would not have gained decisive superiority. For example, suppose—

25. Q. R. takes Q. P.	25. K. P. takes R.

(The result of Black's taking Kt. with Kt. is so obviously in favour of White, that it hardly needs to be shown.)

26. P. to K's 5th.	26. Q. to K. R's 3rd.

(If he play Q. to her 2nd, White answers with P. to K's 6th, and wins easily. If he retire the Queen to her Kt.'s sq., White simply takes Kt. with Kt., checking, and then captures the Queen's Rook.)

27. P. to K's 6th.	27. B. takes P. (best.)
28. Kt. takes Kt. (ch.)	28. K. R. takes Kt.
29. Q. takes Q.	29. B. to Q's 2nd.
30. R. takes R.	30. R. takes Q.
31. R. takes B.	With a won game.

§ It is pretty evident, from the last move made on each side, that the idea of sacrificing the Queen's Rook either did not present itself to the players, or that they saw some objection to the manœuvre which we have overlooked. If our view is correct, the Queen's Pawn might

27. P. to K. R's 4th,	27. K. R. to K. Kt's 2nd.
28. K. to B's 2nd,	28. K. Kt. to K. B's 3rd.
29. P. takes K. Kt's P,	29. P. takes P.
30. Kt. takes K's Kt (ch.)	30. Q. takes Kt.
31. K. to his 2nd.*	31. K. to B's 2nd.
32. K. R. to K. R's sq.	32. Kt. to K. Kt's sq.
33. K. R. to his 5th,	33. K. to his 2nd.
34. Q. R. to K. R's sq.	34. K. to Q's 3rd.
35. Q. to her 3rd,	35. B. to Q's 2nd.
36. Q. to her 2nd.	36. Q. R. to Q. B's 2nd.
37. K's R. takes P,	37. K. R. takes R.
38. Q. takes R.	38. Q. takes Q.
39. B. takes Q.	39. P. to Q. Kt's 4th.
40. R. to K. R's 8th,	40. R. to Q. B's sq.
41. Q. B. to K. R's 4th.	41. P. takes P.
42. P. takes P.	42. R. to Q. Kt's sq.
43. K. to Q's 3rd,	43. R. to Q. Kt's 7th.
44. K. B. to K. R's 3rd,	44. R. takes Q. R's P.
45. Q. B. to Q's 8th,	45. R. to Q. R's 6th (ch.)
46. K. to Q's 2nd.	46. R. to Q. R's 7th (ch.)
47. K. to Q's 3rd.	47. B. to Q. R's 5th.
48. P. to K. B's 6th.	48. B. to Q. B's 7th (ch.)
49. K. to his 2nd.	49. B. takes K's P (dis. ch.)
50. K. to B's sq.	50. B. to Q's 6th (ch.)
51. K. to Kt's sq.	51. B. takes Q. B's P,
52. P. to K. Kt's 5th.	52. P. to Q's 6th.
53. P. to K. Kt's 6th,	53. P. to Q's 7th.
54. B. to K. Kt's 4th,	54. Kt. takes P.
55. B. takes Kt.	55. R. to Q. R's 8th (ch.)
56. K. to R's 2nd.	56. B. to Q's 4th.
57. R. to Q's 8th (ch.)	57. K. to Q. B's 3rd.
58. R. takes B.	

And Black resigned.

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*have been taken now with as much advantage as before, and the capture would certainly have imparted more vivacity and interest to the combat than the comparatively tame move made.

* This was done probably from apprehension of Black's playing his Kt. to K. Kt.'s 3rd, but we should have preferred moving K. Rook to his sq., and if the Kt. were then marched to Kt.'s 3rd, K. R. to R's 6th would have proved a very troublesome rejoinder.

APPENDIX.

The remaining pages of this work were, in the first instance, intended for a selection of original Chess problems: in compliance, however, with the expressed wish of very many influential amateurs who are desirous of obtaining the best specimens of Mr. Morphy's play, in an accessible form, I have added a classified collection of that gentleman's games, accompanied by critical and explanatory observations. This collection comprises the whole of the *parties* played in matches; all those conducted without sight of board and men; and about fifty miscellaneous games contested with various notabilities of the London and Parisian Chess circles.

CHAPTER I.

MATCHES BETWEEN MORPHY AND LOWENTHAL, &c.

Match with Mr. Lowenthal.

This was the first serious encounter undertaken by the American on his arrival in Europe. To this circumstance we may attribute the comparative poverty of the games, and the otherwise inexplicable fact, that while he subsequently won of Anderssen in the proportion of 7 games to 2, he only scored, against a player so much inferior as the Hungarian, in the ratio of 9 to 3. The present match was played for £100 aside, at the St. George's and London Chess Clubs, during the months of July and August, 1858. The terms being, that whoever first won nine games should be declared victor. The score at the end stood:—

Morphy	..	..	9
Lowenthal	..	..	3
Drawn	..	..	2

Games in the Match between Messrs. Morphy and Löwenthal.

GAME FIRST.

PHILIDOR'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B's 3rd.
5. Kt. to Q. B's 3rd.	5 B. to K's 2nd.
6. B. to K's 2nd.	6. Castles.
7. Castles.	7. P. to Q. B's 4th. †
8. Kt. to K. B's 3rd.	8. Kt. to Q. B's 3rd.
9. B. to K. B's 4th. ‡	9. B. to K's 3rd.
10. Q. to Q's 2nd.	10. P. to Q's 4th §
11. P. takes P. ‖	11. Kt. takes P.
12. Q. R to Q's sq.	12. Kt. takes B.
13. Q. takes Kt.	13. Q. to Q. R's 4th.
14. B. to Q's 3rd.	14. Q. R. to Q's sq.
15. Kt to K. Kt's 5th.	15. B. takes Kt.
16. Q. takes B.	16. P. to K. R's 3rd.
17. Q. to K. R's 4th.	17. Kt. to Q's 5th.
18. P to Q. R's 3rd.	18. K. R. to K's sq.
19. K. R to K's sq.	19. Q. to Q. Kt's 3rd.
20. Kt. to Q. R's 4th.	20. Q. to Q. R's 4th.
21. Kt. to Q. B's 3rd.	21. P. to K. B's 4th.
22. R. to K's 5th.	22. B. to K. B's 2nd.
23. Q. R. to K's sq.	23. Q. to Q. Kt's 3rd. ¶
24. R. takes R (ch.)	24. R. takes R.
25. R. takes R (ch.)	25. B. takes R.
26. Q. to K's 7th.	26. B. to B's 2nd.
27. Kt. to Q. R's 4th.	27. Q. to Q. R's 4th.
28. Kt. takes Q. B's P.	28. Q. to Q's 7th.

* This is hardly so good perhaps as 4. P. to Q's 4th.

† Not commendable, since it leaves the Queen's Pawn too helpless.

‡ He should rather have moved 9. Q. B. to K. Kt's 5th.

§ Very well played; preventing the meditated attack on his Q's Pawn, and giving freedom to his men at the same time.

‖ If I mistake not, 11. P to K's 6th, would have been better; if in reply, Black moved 11. Kt. to K. R's 4th, then 12. Q. B to K. Kt's 5th, and White has, I think, some advantage in position.

¶ This costs a Pawn.

29. P. to K. B's 3rd.*	29. Kt. to Q. B's 3rd.
30. Q. to K's 2nd.	30. Q. to B's 8th (ch.)
31. K. to B's 2nd.	31. Q. takes Q. Kt's P.
32. B. takes P.	32. Q. takes R's P.
33. Q. to Q. Kt's 5th.	33. Q. to Q. B's 6th.†
34. Kt. to Q. Kt's 3rd.	34. Q. to K. B's 3rd.
35. Q. takes Q. Kt's P.	35. P. to K. Kt's 3rd.
36. Q. to Q. B's 8th (ch.)	36. K. to R's 2nd.
37. B. to Q's 3rd.	37. Kt. to K's 4th.
38. Kt to Q's 2nd.	38. Q. to K. R's 5th (ch.)
39. K. to B's sq.	39. Q takes K. R's P.
40. Kt. to K's 4th.	40. Q. to K. R's 8th (ch.)
41. K. to B's 2nd.	41. Q. to Q. B's 8th.
42. Q. to Q. B's 3rd.	42. Q. to K. B's 5th.
43. K. to K's 2nd.	43. P. to K. R's 4th
44. Kt. to K. B's 2nd.	44. P. to K. R's 5th.
45. Q. to Q's 2nd.	45. Q. to K. Kt's 6th.
46. Q. to K's 3rd.	46. P. to Q. R's 4th.
47. Q. to K's 4th.	47. B. to K's 3rd.
48. P. to K. B's 4th.	48. Kt. takes B.
49. P. takes Kt.	49. B. to K. Kt's 5th (ch.)
50. K. to B's sq.	50. B. to K. R's 4th.
51. Q. to K's 7th (ch.)	51. K. to R's 3rd.

Drawn game.

GAME SECOND.

KING'S GAMBIT DECLINED.

BLACK. (Mr. M.)	WHITE. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. B. to K. Kt's 5th.
5. B. to Q. B's 4th.	5. B. takes Kt.
6. Q. takes B.	6. Kt. to K. B's 3rd.
7. P. to Q. Kt's 4th.	7. B. to Q. Kt's 3rd.
8. P. to Q's 3rd.	8. Q Kt. to Q's 2nd.
9. P. to K. B's 5th.	9. Q. to K's 2nd.
10. P. to K Kt's 4th.‡	10. P. to K. R's 3rd.

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* It is obvious that 20. P to K. Kt's 3rd, would enable Black to win, and 20. P. to K. B's 3rd, to draw the game. His best course, probably, was to move the Bishop to K. B's square.

† If 33 Kt to Q's 6th, 34. Q. takes P, Kt takes B, 35. Q to Q B's 8th (ch.), &c

‡ Mr. Morphy would hardly have dared to advance his Pawns on both wings thus against an opponent of really first-rate proficiency. From this point he has a very hazardous position.

11. K. to K's 2nd.	11. P. to Q. B's 3rd.
12. P. to K. Kt's 5th.	12. P. takes P.
13. Q. B. takes P.	13. P. to Q's 4th.
14. K. B. to Q. Kt's 3rd,	14. Q. to Q's 3rd.
15. Kt. to Q's 2nd.	15. P. to Q. R's 4th.
16. P. takes Q. R's P.	16. Q. R. takes P.
17. P. to K. R's 4th.	17. K. Kt. to K. R's 4th.†
18. Kt. to K. B's sq.	18. Q. Kt. to Q. B's 4th.
19. K. B. to Q. B's 2nd.	19. Q. R. to Q. Kt's 4th.‡
20. Q. B. to Q. B's sq.	20. P. takes P.§
21. P. takes P.	21. Q. R. to Q. Kt's 7th.‖
22. B. takes R.	22. K. Kt. to K. B's 5th (ch.)
23. K. to K's sq.	23. Q. Kt. to Q's 6th (ch.)
24. B. takes Kt.	24. Kt. takes B (ch.)
25. K. to Q's 2nd.	25. Kt. takes B (dis. ch.)
26. K. to Q. B's 2nd.	26. Q. to Q. R's 6th.¶
27. Kt. to Q's 2nd.	27. B. to Q. B's 2nd !
28. Kt. to Q. Kt's sq.	

And White resigns.

GAME THIRD.

PETROFF'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.

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* If 14. P. takes Q. P, then White would have advanced his K's Pawn with great effect.

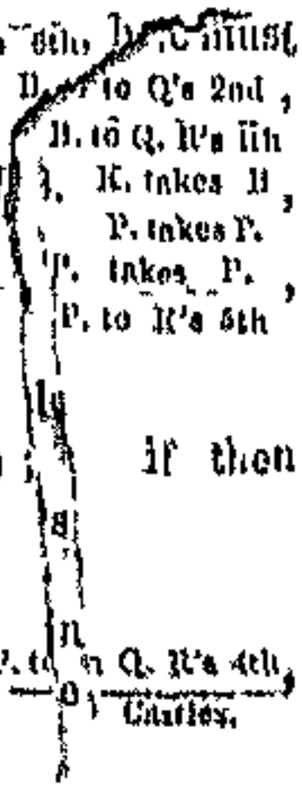
† The game is now in White's hands.

‡ Cutting blocks with a razor! By playing 19. R. to Q. R's 6th, he must have won easily. For example:—19. R. to Q. R's 6th, 20. B. to Q's 2nd, 21. Q. R. to Q. B's sq, B. takes P. 22. B. takes B, R. takes B. (If 22. P. takes Q. P, B. takes B. 23. K. takes B, P. takes P. 24. B. to Q. Kt's 3rd, P. to K's 5th with a winning advantage.) 23. P. takes P, P. to K's 5th 24. Q. to K's 3rd, Kt. to B's 5th (ch.), and wins.

§ He had better have played 20. Kt. to K. B's 5th (ch.) if then 21. B. takes Kt, R. to Q. Kt's 7th, with a fine game.

‖ Ingenious, but altogether unsound.

¶ Had he played 26. Kt. to B's 5th, then followed 27. P. to Q. R's 4th, 28. K. R. to R's 2nd, R. to Q. sq. 29. Q. to K's 2nd, and wins.



4.	Kt. to K. B's 3rd.	4. Kt. takes P.
5.	P. to Q's 4th.	5. P. to Q's 4th.
6.	K. B. to Q's 3rd.	6. K. B. to K's 2nd.
7.	Castles.	7. Kt. to Q. B's 3rd.
8.	R. to K's sq.*	8. P. to K. B's 4th.
9.	P. to Q. B's 4th.	9. B. to K's 3rd.
10.	P. takes P.†	10. B. takes P.
11.	Kt. to Q. B's 3rd.	11. Kt. takes Kt.
12.	P. takes Kt.	12. Castles.
13.	B. to K. B's 4th.	13. B. to Q's 3rd.
14.	B. takes B.	14. Q. takes B.
15.	Kt. to K's 5th.	15. Q. R. to K's sq.
16.	P. to Q. B's 4th.‡	16. B. to K's 3rd.
17.	Kt. takes Kt.	17. P. takes Kt.
18.	B. to K. B's sq.	18. B. to K. B's 2nd.
19.	Q. to Q's 2nd.	19. R. takes R.
20.	R. takes R.	20. R. to Q's sq.
21.	Q. to Q. R's 5th.§	21. Q. takes Q's P.
22.	Q. takes Q. B. P.	22. Q. to Q. Kt's 3rd.‖
23.	Q. to K. B's 4th.¶	23. P. to K. Kt's 3rd.
24.	P. to K. R's 3rd.	24. Q. to Q. Kt's 7th.
25.	Q. to Q. B's 7th.	25. Q. to Q. Kt's 3rd.
26.	R. to K's 7th.**	26. R. to Q's 8th.
27.	Q. to Q. B's 8th (ch.)	27. R. to Q's sq.
28.	Q. to Q. B's 7th.	28. R. to Q's 8th.††
29.	Q. to K's 5th.	29. Q. to Q. Kt's 8th
30.	Q. to K's 2nd.	30. K. to K. B's sq.
31.	R. to K's 5th.	31. P. to K. B's 5th.
32.	P. to K. B's 3rd.	32. Q. to Q. B's 6th.
33.	P. to K. R's 4th.	23. P. to K. R's 3rd.

* Not so forcible as 8. P. to Q. B's 4th.

† He should rather have played 10. Q. to her Kt's 3rd.

‡ 15. P. to K. B's 4th would have been much better play.

§ If 21. R. to Q's sq., then follows 21. P. to Q. B's 4th. 22. P. to Q's 5th, P. to Q. B's 3rd, 23. Q. to Q. B's 2nd, P. to K. Kt's 3rd. 24. P. to K. R's 3rd. P. takes Q. P. 25. P. takes P, and as Black dare not take the Pawn, White has quite as good a game as he has.

‖ This move should have cost the game, I think.

¶ He ought to have moved 23. R. to K's 7th, and it seems impossible, then, for Black to have escaped without loss; for suppose 23. R. to K's 7th, (If 23. R. to K. B's sq. 24. Q. takes Q. R. P.) 24. Q. to Q. B's 8th (ch.). (If 24. Q. to Q's sq. R. to Q's sq. 25. Q. takes Q's (ch.), 26. R. takes Q. R. P, &c.) 25. Q. takes K. R. P, and White R. takes Q. has the better game.

** This is no longer so dangerous to Black, since his King has an outlet.

†† Mr. Morphy plays to draw the game, and White would have done well to consent to that termination.

34. P. to Q. B's 7th.	34. K. to Kt's 2nd.
35. R. to K's 4th.	35. Q. takes P (ch).
36. K. to R's 2nd	36. Q. to Q. B's 8th.
37. K. to Kt's sq.	37 R. to Q's 7th.
38. Q. to Q. R's 6th.	38. R. takes Q. R. P.
39. Q. to Q's 2nd.	39. R to Q's 7th.
40. Q. to Q. R's 6th.	40. R. to Q's 8th.
41. P. to K. Kt's 3rd	41. P. takes P.
42. K. to Kt's 2nd.	42. Q. to Q. B's 4th.
43. K. takes P.	43. Q. to K. Kt's 8th (ch)
44. B. to Kt's 2nd.	44. R. to Q's 7th.
45. Q. to K. B's sq.	45. Q. takes Q
46. B. takes Q.	46. K. to B's 3rd.
47. B. to Q. B's 4th.	47. B. takes B.
48. R. takes B.	48. R. to Q's 3rd.
49. K. to K. B's 4th.	49. R. to K's 3rd.
50. R. to Q's 4th.	50. K. to K's 2nd.
51 R. to Q. R's 4th.	51. K. to Q's 3rd.
52. R. takes R. P.	52. P. to Q. B's 4th.
53. R. to Q. R's sq.	53. P. to Q. B's 5th.
54. P. to K. R's 5th.	54. P. takes P.
55. K. to B's 5th.	55. R. to K's 6th.
56. K. to B's 4th.	56. R. to K's sq.
57. R. to R's 6th (ch.)	57. K. to Q's 4th.
58. R. takes P.	58. P. to Q. B's 6th.
59. R. takes P (ch.)	59. K. to Q's 5th.
60. R. to K. R's 7th.	60. R. to Q. B's sq.
61. R. to Q's 7th (ch.)	61. K. to Q. B's 5th.
62. K. to K's 3rd.	62. R. to K's sq. (ch.)
63. K. to B's 2nd.*	63. P. to Q. B's 7th.
64. R. to Q. B's 7th (ch.)	64. K. to Q's 6th.
65. R. to Q's 7th (ch.)	65. K. to B's 6th.
66. R. to Q. B's 7th (ch.)	66. K. to Q's 7th.
67. R. to Q's 7th (ch.)	67. K. to B's 8th.
68. R. to Q. Kt's 7th.	68. R. to K's 4th.
69. P. to B's 4th.	69. R. to K's 5th.
70. K. to B's 3rd.	70. R. to Q. B's 5th.
71. R. to K. R's 7th.	71. K. to Q's 7th.
72. R. to K. R's sq.	72. P. queens.
73. R. takes Q.	73. R. takes R.
74. K. to K's 4th.	74. R. to K's 8th (ch.)
75. K. to Q's 4th.	75. K. to K's 7th.
76. P. to B's 5th.	76. K. to B's 6th.
77. K. to Q's 5th.	77. K. to B's 5th.
78. P. to B's 6th.	78. K. to Kt's 4th.
79. P. to B's 7th.	79. R. to K. B's 8th.

And White resigns.

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* 63. K. to B's 4th would have enabled White to draw the game even now.

GAME FOURTH.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. B to K. Kt's 5th.
5. K. B. to K's 2nd.	5. B. takes Kt.
6. B. takes B.	6. Kt. to Q. B's 3rd.
7. P. to Q. Kt's 4th.	7. B. to Q. Kt's 3rd.
8. P. to Q. Kt's 5th.	8. Q. Kt. to K's 2nd.
9. P. to Q's 4th.	9. P. takes K. B. P.
10. Q. B. takes P.*	10. Q. Kt. to K. Kt's 3rd.
11. Q. B. to K's 3rd.	11. Kt. to K. B's 3rd.
12. Kt. to Q's 2nd.	12. Castles.
13. Castles.	13. P. to K. R's 3rd.
14. P. to Q. R's 4th	14. P. to Q. B's 3rd
15. Q. to K's 2nd.	15. K. R. to K's sq.
16. Q. to Q's 3rd.	16. P. to Q's 4th.
17. P. to K's 5th.	17. K. Kt. to Q's 2nd.
18. K. B. to K. R's 5th.	18. K. R. to K's 3rd.†
19. P. to Q. R's 5th.	19. B. to Q. B's 2nd.
20. R. takes K. B's P.	20. K. takes R.
21. Q. to K. B's 6th (ch.)	21. K. to K's 2nd.
22. B. takes Kt.	22. Q. to K. Kt's sq.
23. Q. B. to K. B's 2nd.	23. Kt. takes K's P.‡
24. Q. P. takes Kt.	24. Q. R. to K. B's sq.
25. Q. B. to Q. B's 5th (ch.)	25. K. to Q's sq.
26. Q. B. takes R.	26. R. takes K's P
27. Q. to K. B's 2nd.	27. Q. to K's 3rd.
28. P. to Q. Kt's 6th.	28. P. takes P.
29. P. takes P.	29. Q. takes B.
30. P. takes B. (ch.)	30. K. takes P
31. R. to Q. Kt's sq.	

And White wins.

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* Mr. Morphy has now a fine foo game.

† Instead of this flagrant blunder, Black, we believe, could now have taken the King's Pawn with impunity; if so, it denotes great carelessness *or some want of perception in both players, that the combination should* have been overlooked. Let us suppose 18. K. Kt. takes K. P., 19. P. takes Kt., (19. Q. to K. B's 6th is of no avail.) 19. K. R. takes P., 20. Q. B. takes B. (If 20. K. B. takes Kt. / K. R. takes Q. B. 21. B. takes K. B. P. (ch.) / K. to B's sq. and White cannot save his Queen.) 20. Q. takes B. (ch.), 21. K. to B's sq. / K. R. takes B. and Black has won two Pawns.

‡ It would have been more to the purpose playing 23. Kt. to K. R. sq.; but the game in any case was much in White's favour.

GAME FIFTH.

PETROFF'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. takes K's P.	3. P. to Q's 3rd.
4. Kt. to K. B's 3rd	4. Kt. takes K's P.
5. P. to Q's 4th.	5. P. to Q's 4th.
6. K. B. to Q's 3rd	6. K. B. to K's 2nd.
7. Castles.	7. Castles.
8. P. to Q. B's 4th	8. Q. B. to K's 3rd.
9. Q. B. to K's 3rd.	9. Kt. to Q. B's 3rd.
10. B. P. takes P.	10. Q. B. takes P.
11. Kt. to Q. B's 3rd.	11. P. to K. B's 4th.
12. Q. Kt. takes B.	12. Q. takes Q's Kt.
13. K. B. to Q. B's 2nd.	13. K. to R's sq.
14. K. B. to Kt's 3rd.	14. Q. to Q's 3rd.
15. P. to Q's 5th.	15. Q. Kt. to Q. R's 4th.
16. Q. B. to Q's 4th.	16. B. to K. B's 3rd.
17. K. R. to K's sq.*	17. Q. R. to Q's sq.
18. Q. B. takes B.	18. K. Kt. takes Q. B.†
19. Kt. to Kt's 5th	19. K. Kt. to Kt's 5th.
20. P. to K. Kt's 3rd.	20. Q. to Q. B's 4th.
21. Q. to K's 2nd.	21. Kt. takes B.
22. R. P. takes Kt.	22. Q. R. to K's sq.
23. Q. to K. B's 3rd.	23. Kt. to K's 4th.
24. Q. to K. R's 5th.	24. P. to K. R's 3rd
25. Q. R. to Q. sq.‡	25. Q. to Q. B's 7th.
26. Kt. to K's 6th.	26. Kt. to K. Kt's 5th.
27. R. to K. B's sq.	27. Q. takes Q. Kt's P.
28. Kt. takes K. R.	28. R. takes Kt.
29. P. to K. R's 3rd.	29. Kt. to K. B's 3rd.
30. Q. takes P.	30. Q. takes Q. Kt's P.
31. P. to Q's 6th.	31. P. takes P §
32. R. takes P.	32. Q. to K. B's 2nd.
33. Q. R. to Q's 2nd.	33. P. to Q. R's 3rd.
34. K. R. to K's sq.	34. P. to Q. Kt's 4th.
35. Q. to Q. B's 5th.	35. R. to K's sq.

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* White plays this game much better than his opponent, and, for a ader, having obtained an advantage he maintains it to the end.

† Taking with the Queen or Rook would have been less injurious. hite has now a palpable superiority.

‡ If 25. Kt. to K's 6th. then Black plays, 25. Q. takes P. and Kt. to K. B's 6th (ch.) &c.

§ If 31. Kt. to K. B's 2nd; then, 32. Q. takes R. (ch.), 33. P. takes P., and wins. Kt. takes Q.

36. Q. R. to K's 2nd.	36. R. takes R.
37. R takes R.	37. Q. to Q. Kt's 6th.
38. Q. to K. B's 8th (ch.)	38. Kt. to Kt's sq.
39. R. to K's 7th.	39. Q. to Q's 8th (ch.)
40. K. to R's 2nd.	40. Q. to Q's 5th.
41. R to K's 8th.	41. Q. to Q. B's 5th.*
42. R. to Q. R's 8th	42. P. to Q. Kt's 5th.
43. R. to Q. R's 7th.	43. Q. to Q's 5th.
44. R. takes Q R's P.	44. P. to Q. Kt's 6th.
45. R. to Q. R's 8th.	45. Q. to Q's 4th.
46. R. to Q. R's 7th.	46. Q. to Q's 5th.
47. R. to Q. Kt's 7th.	47. Q. to Q. B's 6th.
48. Q. to K. B's 7th.	48. K. to K. R's 2nd.†
49. R. takes Q. Kt's P.	49. Q. to K's 4th.
50. R. to Q. Kt's 7th.	50. P. to K. R's 4th.
51. R. to Q's 7th.	51. Kt. to K. R's 3rd.
52. Q. to Q's 5th.	52. Q. to K. B's 3rd.
53. Q. to Q's 3rd (ch.)	53. K. to R's sq.
54. R. to Q's 8th (ch.)	54. Kt. to Kt's sq.
55 Q. to Q's 4th.	55. Q. to K. B's 6th.
56. K. to Kt's sq.	56. K. to R's 2nd.
57. Q. to Q's 5th.	57. Q. takes Q.
58. R. takes Q.	58. Kt. to K. B's 3rd.
59. R. to K's 6th.	59. K. to Kt's 3rd.
60. P. to K B's 4th.	60. K. to B's 2nd.
61. K. to Kt's 2nd.	61. K. to Kt's 3rd.
62. K. to B's 3rd.	62. K. to B's 2nd.
63. R. to Q. R's 5th.	63. K. to Kt's 3rd.
64. R. to Q. R's 6th.	64. K. to B's 2nd.
65. P. to K. B's 5th.	65. Kt to Q's 4th.
66. P. to K. Kt's 4th.	66. P. takes P (ch.)
67. P. takes P.	67. Kt. to K's 2nd.
68. K. to B's 4th.	68 .Kt. to Q's 4th (ch.)
69. K. to K's 5th.	69. Kt. to K. B's 3rd.
70 R. to Q. R's 7th (ch.)	

And Black resigns.

GAME SIXTH.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.

* Black is now compelled to sacrifice both his passed Pawns.

† Compulsory, since White threatened to play R. to Q Kt's, 5th next move.

3.	Kt. to K. B's 3rd.	3.	Kt. to Q. B's 3rd.
4.	Kt. takes P.	4.	P. to K's 4th.
5.	Kt. takes Kt.	5.	Q. Kt. P. takes Kt.
6.	K. B. to Q. B's 4th.	6.	Kt. to K. B's 3rd
7.	Castles.	7.	P. to Q's 4th.*
8.	P. takes P.	8.	P. takes P.
9.	B. to Q. Kt's 5th (ch.)	9.	B. to Q's 2nd.
10.	B. takes B. (ch.)	10.	Q. takes B.
11.	K. R. to K's sq.	11.	B. to Q's 3rd.
12.	Kt. to Q. B's 3rd.	12.	P. to K's 5th.†
13.	B. to K. Kt's 5th.	13.	Kt. to Kt's 5th.
14.	Q. takes Q's P.	14.	B. takes K. R's P. (ch.)
15.	K. to R's sq.	15.	Q. takes Q.
16.	Kt. takes Q.	16.	Castles.
17.	P. to K. B's 3rd.	17.	P. takes P.
18.	P. takes P.	18.	Kt. to K's 4th.
19.	K. R. to K's 3rd.	19.	P. to K. B's 3rd.
20.	K takes B.	20.	Q. R. to Q's sq.‡
21.	K. R. takes Kt.	21.	P. takes B.
22.	K. to Kt's 3rd	22.	P. to K. R's 3rd.
23.	P. to Q. B's 4th.	23.	K. R. to K. B's 2nd.
24.	Q. R. to K's sq.	24.	K. to B's sq.
25.	P. to Q. B's 5th.	25.	P. to K. Kt's 3rd.
26.	P. to Q. B's 6th.	26.	Q. R. to Q. B's sq.
27.	P. to Q. B's 7th.	27.	Q. R. takes P.
28.	K. R. to K's 8th (ch.)	28.	K. to Kt's 2nd.
29.	Kt. takes R.		

And White wins.

GAME SEVENTH.

PHILIDOR'S DEFENCE.

	WHITE. (Mr. L.)		BLACK. (Mr. M.)
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	Kt. to K. B's 3rd.	2.	P. to Q's 3rd.

* Very ill played. He could not safely take the King's Pawn though, for if 7. Kt. takes P. 8. R to K's sq, P. to Q's 4th. 9. R takes Kt, P takes R. 10. B. takes K. R. P (ch.), and the Queen is lost.

† Black is now in some embarrassment, which may be attributed to his precipitate advance of the Q's Pawn at move 7; if he play forward the attacked Q's Pawn, White apparently can take it with his Queen, and if he attempt to defend it, then by moving Bishop to K. Kt's 5th, White will again place it in jeopardy directly.

‡ Such a game is scarcely conceivable in a great match. The play of *Black is hardly that of a third-rate amateur.*

3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. B. to K's 3rd.
5. Kt. to Q. B's 3rd.	5. P. to Q. R's 3rd.
6. Q. B. to K's 3rd.	6. Kt. to Q. B's 3rd.
7. Q to Q's 2nd.	7. Kt. to K. B's 3rd.
8. Q. R. to Q's sq.	8. K. B. to K's 2nd.
9. K. B. to K's 2nd.	9. Castles.
10. Castles.	10. P. to Q. Kt's 4th.
11. P. to Q. R's 3rd.	11. Q. Kt. to K's 4th.
12. K. Kt. to Q's 1th.	12. P. to Q. B's 4th.
13. Kt. takes B.	13. K. B. P. takes Kt.
14. P. to K. B's 4th.*	14. Q. Kt. to K. Kt's 3rd.
15. K. B. to K. B's 3rd.†	15. Q. R. to Q. Kt's sq.
16. Q. to K's 2nd.	16. Q. to Q. B's 2nd.
17. P. to K. R's 4th.‡	17. Q. Kt. takes K. R. P.
18. K. B. to K. Kt's 4th.	18. K. Kt. takes B.
19. Q. takes Kt.	19. Q. to Q. B's sq.
20. P. to K. Kt's 3rd.	20. Kt. to K. Kt's 3rd.
21. R. to K. B's 2nd.	21. K. R. to K. B's 3rd.
22. Q. R. to K. B's sq.	22. P. to Q. Kt's 5th.
23. P. takes P.	23. P. takes P.
24. Kt. to Q. R's 4th.§	24. Q. to Q. B's 3rd.
25. P. to Q. Kt's 3rd.	25. Q. takes K's P.
26. B. to Q. R's 7th.	26. Q. R. to K. B's sq.
27. K. R. to R's 2nd.	27. Kt. takes K. B's P.

And White surrendered.

GAME EIGHTH.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. B. to Q's 2nd.

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* White has now an excellent game, but instead of improving his advantage, in a few moves he permits it to dwindle away to nothing.

† This seems premature. Why not have played 15. P. to K. B's 5th?

‡ *Qui bono?* Why throw away a valuable Pawn? 17. P. to K. Kt's 3rd, or 17. P. to K. Kt's 4th, or 17. P. to K. B's 5th, has some meaning; but this sacrifice is utterly futile.

§ Another blunder! Two glaring oversights in a game of 28 moves, and this game one of a match for £100 aside!!

5.	Q. B. to K's 3rd.	5.	Kt. to K. B's 3rd.
6.	Kt to Q. B's 3rd.	6.	K. B. to K's 2nd.
7.	K. B. to Q. B's 4th.	7.	Kt. to Q. B's 3rd.
8.	Q. to Q's 2nd.	8.	Q. Kt. to K's 4th.
9.	Kt. takes Kt.	9.	P. takes Kt.
10.	Castles (King's side.)	10.	Castles.
11.	P. to K. B's 4th.	11.	B. to Q's 3rd.*
12.	P. to K. B's 5th.	12.	B. to Q. B's 3rd.
13.	Q. to K's 2nd.	13.	P. to K. B's 3rd.
14.	Q. R. to Q's sq.	14.	Q. to K's 2nd.
15.	B. to Q's 5th.	15.	B. takes B.
16.	Kt takes B.	16.	Kt. takes Kt.
17.	R. takes Kt.	17.	P. to K. B's 3rd.
18.	Q. to K. Kt's 4th.†	18.	P. to Q. B's 3rd.
19.	Q. R. to Q's 3rd.	19.	B. to Q. B's 4th.
20.	Q. to K. Kt's 3rd.	20.	Q. R. to Q's sq.
21.	K. R. to Q's sq.	21.	R. takes R.
22.	R. takes R.	22.	R. to Q's sq.
23.	B. takes B.‡	23.	Q. takes B. (ch.)
24.	Q. to K. B's 2nd.	24.	Q. takes Q. (ch.)
25.	K. takes Q.	25.	R. takes R.
26.	P. takes R.	26.	P. to Q. B's 4th.
27.	P. to K Kt's 4th.	27.	K. to B's sq.§
28.	P. to Q. R's 4th.	28.	P. to Q. Kt's 3rd.
29.	K. to K. Kt's 3rd.	29.	K. to B's 2nd.
30.	K. to K. R's 4th.	30.	K. to B's sq.
31.	K. to K. R's 5th.	31.	K. to B's 2nd.
32.	P. to Q. Kt's 3rd.	32.	K. to B's sq.
33.	K. to Kt's 6th.	33.	K. to Kt's sq
34.	P. to K. R's 3rd.	34.	K. to B's sq.
35.	P. to K. R's 4th.	35.	K. to Kt's sq.
36.	P. to K. Kt's 5th.	36.	K. R. P. takes P.
37.	P. takes P.	37.	P. takes P.
38.	K. takes P.	38.	K. to B's 2nd.
39.	K. to R's 4th.	39.	K. to K's 2nd.
40.	K. to Kt's 4th.	40.	K. to B's 3rd.

* He should have taken the Pawn with Pawn, as we see by White's next move, which shuts in Black's forces painfully.

† 18. K. to R's sq, avoiding the exchange of Bishops, would perhaps have been safer play.

‡ If 23. $\frac{\text{R takes R (ch)}}{\text{Q takes R.}}$, 24. $\frac{\text{B takes R}}{\text{Q to Q's 8th (ch)}}$, 25. $\frac{\text{K. to B's 2nd}}{\text{Q takes Q B's P (ch)}}$, followed by 26. $\frac{}{\text{Q takes B.}}$, and Black has a slight advantage.

§ The object of this, and several subsequent moves of the Kings, which, to the uninformed, must appear incomprehensible, was to gain what is called the *opposition*. In the present instance it does not appear to be of the slightest importance to the result, whether Black play his King to B's sq, or B's 2nd.

41. K. to R's 5th.	41. P. to Q. R's 3rd.
42. K. to R's 4th.	42. P. to K. Kt's 3rd.
43. P. to Q. R's 5th.	43. P takes Q. R's P.
44. P. takes K. Kt's P.	44. K. takes P.
45. K. to Kt's 4th.	45. P. to Q. R's 5th.
46. P. takes P.	46. P. to Q. R's 4th.
47. K. to B's 3rd.	47. K. to B's 3rd.
48. K. to B's 2nd.	48. K. to B's 2nd.
49. K. to B's 3rd.	49. K. to Kt's 2nd.
50. K. to B's 2nd.	50. K. to B's 3rd.
51. K. to K. Kt's sq.*	51. K. to K. Kt's 4th.
52. K. to Kt's 2nd.	52. K. to B's 5th.
53. K. to B's 2nd.	53. P. to Q. B's 5th
54. P. takes P.	54. K. takes K's P.
55. K. to K's 2nd.	55. K. to Q's 5th.
56. K. to B's 3rd.	56. K. takes P.
57. K. to K's 4th.	57. K. to Q. Kt's 5th.
58. K. takes K's P.	58. K. takes P.
59. K. to Q's 4th.	59. K. to Q. Kt's 5th.

And Black wins.

GAME NINTH.

RUY LOPEZ' KNIGHT'S OPENING.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. Castles.	5. P. to K. B's 3rd.†
6. P. to Q's 4th.	6. K. B. to Q. Kt's 3rd.
7. Q. Kt. to Q. R's 3rd.‡	7. Q. Kt. to Q's sq.
8. Q. Kt to Q. B's 4th.	8. Q. Kt. to K. B's 2nd
9. Q. Kt. to K's 3rd.	9. P. to Q. B's 3rd.
10. Q. Kt. to K. B's 6th.	10. Q. to K. B's sq.
11. K. B. to Q's 3rd.§	11. P. to K. Kt's 3rd.
12. Q. Kt. to K Kt's 3rd.	12. P. to Q's 3rd.

* This was too hazardous, and cost the game, which, with correct play on both sides, must have been drawn.

† This move is reprehensible in the extreme.

‡ 7. P to Q's 6th, looks more restrictive; but White gets a capital attack as it is.

§ White has now so fine a game, that he might sacrifice the Bishop and obtain a winning attack by taking Pawn with Pawn.

13. P. to Q R's 4th.	13. Q. B. to K. Kt's 5th.
14. P to Q. R's 5th.	14. B. to Q. B's 2nd.
15. P. to K. R's 3rd.	15. B. to Q's 2nd.
16. Q. to Q. Kt's 3rd.	16. Q. Kt. to Q's sq.
17. K. R to K's sq.	17. B. to K's 3rd.
18. Q. to Q. B's 2nd.	18. K. Kt. to K's 2nd.
19. P to Q. Kt's 4th.	19. Q. to K. Kt's 2nd.
20. P. to Q. B's 4th.	20. Castles.
21. Q B to K's 3rd.	21. Q. Kt. to K. B's 2nd.
22. P. to Q's 5th.	22. Q. B to Q's 2nd.
23 Q. R. to Q's sq.*	23. K. to R's sq
24 K. to R's sq.	24. P. takes P.
25. K. P takes P.	25. P. to K. B's 4th.
26. Q. B. to Q. B's sq.	26. Q. R. to K's sq
27. B. to Q. Kt's 2nd.	27. K. Kt. to K. Kt's sq.
28. Q. to Q. B's 3rd.	28. Kt. to K B's 3rd.
29. B. to Q. Kt's sq.	29. K. R. to K. Kt. sq.
30. R. to Q's 2nd.	30. Q. to K. R's 3rd
31. K. Kt. to K. R's 2nd.	31. P. to K. B's 5th.
32. Kt. to K's 4th.	32. Kt. takes Kt.
33. B. takes Kt.	33. P. to K. Kt's 4th.
34. P. to K. B's 3rd.	34. Q. to K. R's 5th.
35. K. R. to K. B's sq	35 Kt. to K. R's 3rd †
36 Q R to K's 2nd.	36. Kt to K. B's 4th.
37. B. takes Kt.	37. B. takes B.
38. P. to Q. B's 5th.	38. Q. to K. R's 3rd.
39. K. R. to K's sq.‡	39. K. R. to K. B's sq.
40. P. to Q. Kt's 5th.	40. Q. R. to Q. B's sq.
41. Q. to Q. R's 3rd.§	41. K. to K. Kt's sq.

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* Mr. Lowenthal, at this point, has a good position. Indeed, from his constant study of the openings, he generally acquires some superiority at the onset, but it too often happens that when his "bookish theorie" is exhausted, and he has to rely on his own resources, he is incapable of sustaining the advantage.

† White has permitted his opponent to creep out of his embarrassment so far, that he has not at this point any serious inferiority in position.

‡ With the object of taking Q's Pawn, and then sacrificing the Q's Rook for K's Pawn.

§ The proper move at this juncture appears to be, 41. P to Q R's 6th, then follows, 41 P. takes P. (*best*), 42. Q. P. takes P. (*best*), 43 P to Q Kt's 6th, Q to K's 3rd. P takes P

44. P. takes P, 45. R take. P, 46. R takes P., 47. Q to Q Kt's 3rd, K B. takes P. P. takes R. Q to K B's 3rd. Q R taken P.

48. R takes B, 49. R takes R, 50. B to Kt's 2nd (ch.), 51. Q takes B, R to Q. B's 8th (ch.) Q. takes R R to K. B's 3rd. Q to Kt's 8th (ch.)

52 Kt to R's sq, 53. K to R's 2nd, and White wins
Q takes Kt (ch.)

42. P. to Q. Kt's 6th.	42. P. takes P.
43. Q. B. P. takes P.	43. K. B. to Q's sq.
44. K. R. to Q. B's sq.	44. R. takes R (ch.)
45. B. takes R.	45. Q. to K. Kt's 3rd.
46. Q. to Q. Kt's 4th.	46. Q. B. to Q's 6th.
47. R. to K's sq.	47. K. B. to K's 2nd.
48. Kt. to K. Kt's 4th.	48. R. to K. sq.
49. B. to Q Kt's 2nd.	49. P. to K. R's 4th.
50. Kt. to K. B's 2nd.	50. P. to K. Kt's 5th.
51. Q. to Q. B's 3rd.	51. B to K. B's 4th.
52. K. B. P. takes P	52. P. takes P.
53. P. takes P.	53. B. takes P.
54. Kt. takes B.	54. Q. takes Kt.
55. R. to Q. B's sq.	55. K. to B's 2nd.
56. Q. to K. R's 3rd.*	56. Q. takes Q (ch.)
57. P. takes Q.	57. P to K B's 6th.
58. R. to K. B. sq. †	58. P. to K's 5th
59. B. to Q's 1th.	59 B. to K B's 3rd
60. B. to K's 3rd.	60. R. to Q R's sq
61. B. to Q's 2nd.	61. B. to Q's 6th
62. P. to K R's 4th.	62. K. to Kt's 3rd.
63. K. to K. R's 2nd.	63. R to K. B's sq.
64. K. to Kt's 3rd.	64. P. to K B's 7th.

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* 56. Q to K B's 3rd, would afford White still a chance of redeeming his game.

† He should have played 58. P. to Q R's 6th, and we do not then see how Mr. Morphy could have saved himself. For example :—58 P. to Q R's 6th / R to K. Kt's 6th, 59. R. to Q B's 7th (ch) / K to Kt's 3rd. (If to B's 3rd. White can play 60. R to Q B's 3rd.) P takes P. / R to K. R's sq, 61. R. to Q B's sq. Indispensable to prevent the threatened move.) 61. R. takes R. (Apparently his best move.) 62. R takes R / R to Q. Kt's sq (A good move.) 63 R to Q R. 7th, and White ought to win. In the second place :—58. P. to Q R's 6th / P to K. B's 7th, 59. K. to Kt's 2nd / R to K R's 4th, 60. R to Q. B's 7th (ch) / K to B's 3rd / K. to Kt's 3rd. White may take P. with Pawn.) 61. R to Q R's 4th / R. to K. Kt's 4th, 62. K. takes P / P. takes Q R.P., 63. R. to Q R's 3rd, and again White should win. In the third place :—58. P to Q R's 6th / R to K. Kt's sq., 59. P. to Q R's 7th / R. to K. Kt's 4th. (If 59. P. to K. B's 7th, 60. R to K B's sq, 61. R to Q B's sq / R. to K R's 5th, and White ought to win.) 60. R. to Q B's 3rd / P. to K's 4th, 61. R. to Q B's 7th, ch. and wins.

65. K. to Kt's 2nd.	65. P. to K's 6th.
66. B. to K's sq.	66. K. to R's 4th.
67. K. to Kt's 3rd.	67. P. takes B. Queens (ch.)

And White surrendered.

GAME TENTH.

FRENCH OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Kt to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. K. B. to Q's 3rd.	5. K. B. to Q's 3rd.
6. Castles.	6. Castles.
7. Kt. to Q. B's 3rd.	7. P. to Q. B's 3rd.
8. Q B. to K. Kt's 5th.	8. P. to K. R's 3rd.
9. Q. B. to R's 4th.	9. Q. B. to Kt's 5th.
10. P. to K. R's 3rd.	10. B. takes Kt.
11. Q. takes B.	11. Q. Kt. to Q's 2nd.
12. K. B. to B's 5th.	12. Q. to Q. B's 2nd.
13. Q. R. to K's sq.	13. Q. R. to K's sq.
14. Q. R. to K's 3rd.	14. K. B. to B's 5th.
15. Q. R. to K's 2nd.	15. R. takes R.
16. Kt. takes R.	16. B. to Q's 3rd.
17. K. B. takes Q's Kt.	17. Kt. takes B.
18. Kt. to K. Kt's 3rd.*	18. R. to K's sq.
19. Kt. to B's 5th.	19. Kt. to K. B's sq.
20. B. to Kt's 3rd.	20. B. takes B.
21. P. takes B.	21. Kt. to R's 2nd.
22. P. to Q. B's 3rd.	22. R. to K's 5th.
23. P. to K. R's 4th.	23. P. to K. R's 4th.
24. P. to Q. B's 4th.†	24. Kt to K. B's 3rd.‡
25. Kt. takes K. Kt's P.	25. Kt. to Kt's 5th.
26. Kt. takes R's P.	26. R. takes Q's P.
27. Kt. to B's 6th (ch.)	27. Kt. takes Kt.
28. Q. takes Kt.	28. R. takes Q. B's P.
29. R. to K. B's 5th.	29 R. to K. Kt's 5th.
30. R. to K's 6th.	30. Q. to Q. B's sq.

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* This is a snare: tempting Black to throw forward his K. Kt. Pawn, whereupon White, by playing the Kt. to K. B's 6th, would gain a winning position.

† Had he taken the proffered Pawn, Black would have won the Kt.

‡ One of those frightful oversights for which this player is celebrated, and against which no amount of practice, it is evident, will secure him.

31. R. to K's 7th.	31. Q. to K. B's sq.
32. Q. to K's 5th.	32. Q. to Kt's 2nd.*
33. R. to K's 8th (ch.)	33. K. to R's 2nd.
34. Q. to K. R's 5th (ch.)	

And White wins.

GAME ELEVENTH.

SICILIAN OPENING.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K's 3rd.
4. Kt. takes P.	4. Kt. to Q. B's 3rd
5. K. Kt. to Q. Kt's 5th.†	5. P. to Q. R's 3rd.
6. Kt. to Q's 6th. (ch.)	6. B. takes Kt.
7. Q. takes B	7. Q. to K's 2nd.
8. Q. to K. Kt's 3rd.‡	8. Kt. to K. B's 3rd.
9. Kt. to Q. B's 3rd.	9. P. to Q's 4th §
10. P. to K's 5th.	10. Kt. to K. R's 4th.
11. Q. to K. B's 3rd.	11. P. to K. Kt's 3rd.
12 P. to K. Kt's 4th.‖	12. Q. Kt. takes K's P.
13. Q. to K's 2nd.	13. Q. Kt. takes K. Kt's P
14. Q. takes Kt.	14. P. to K's 4th.
15. Q. to Q. R's 4th. (ch.)	15. B. to Q's 2nd.
16. Q. to Q. Kt's 3rd.	16. P. to Q's 5th

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* He might have prolonged the game by moving R. to K's 5th, but he must have lost it ultimately, no doubt.

† A move first introduced into this country by Szen in one of his games with Anderssen at the Tournament of 1851.

‡ If Mr. Lowenthal's original talent for chess were equal to his admired, he might, perhaps, aspire to occupy a place in the first rank of living players; but, with all the advantage of incessant practice, a life, in fact, devoted to the game, and more knowledge of what can be learned by books of the openings and endgames than one player in ten thousand possesses—he will never, we fear, in any sustained struggle with a powerful and practised player, do more than snatch a stray game. He has not a particle of self-reliance. If, through his great practical and theoretical familiarity with every début, he can at the outset acquire a superiority, as in the present instance, he will sometimes through that advantage secure the game; but, if his spring fail, he rarely or never recovers himself.—*Illustrated London News*.

§ Q. P. to Q's 3rd would have been a better move.

‖ Very well played. It is difficult, if not impossible, for Black to avoid the loss of a Piece

17. Q. takes Q. Kt's P,	17. Castles.
18. Kt. to Q's 5th.	18. Q. to Q's 3rd.
19. K. B. to Kt's 2nd.	19. P. to K's 5th.
20. P. to Q. B's 4th.*	20. P. to K. B's 4th.
21. Q. to Q. Kt's 4th.	21. Q. to K's 4th.
22. Q. to K's 7th.	22. B. to K's 3rd.
23. Q. to Q. B's 7th.	23. Q. to Q. Kt's 2nd.
24. Q. takes Q. (ch.)	24. Kt. takes Q.
25. Kt. to Q. Kt's 6th.	25. Q. R. to Q. Kt's sq.
26. P. to Q. B's 5th.	26. Kt. to K. R's 4th.
27. P. to Q. Kt's 4th.	27. K. to B's 2nd.
28. Castles.	28. P. to K. Kt's 4th.
29. K. R. to Q's sq.	29. K. R. to Q's sq.
30. Q. B. takes K. Kt's P.	30. K. R. to K. Kt's sq.
31. P. to K. R's 4th.	31. R. to K. Kt's 3rd.
32. R. takes Q's P.	32. Q. R. to K. Kt's sq.
33. Kt. to Q's 7th.	33. R. takes B.
34. P. takes R.	34. R. takes P.
35. K. to R's 2nd.	35. Kt. to K. B's 5th.
36. B. to K. B's sq.	

And in a few more moves Mr. Morphy surrendered.

GAME TWELFTH.

FRENCH GAME.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. K. B. to Q's 3rd.	5. Q. B. to K's 3rd.
6. Castles.	6. K. B. to Q's 3rd.
7. Kt. to Q. B's 3rd.	7. P. to Q. B's 3rd.
8. K Kt. to K's 5th.	8. Q. to Q. Kt's 3rd.
9. Q. B. to K's 3rd.	9. Q. Kt. to Q's 2nd.†
10. P. to K. B's 4th.	10. B. takes K's Kt.
11. K. B. P. takes B.	11. K. Kt. to Kt's 5th.
12. Q. to Q's 2nd.	12. Kt. takes B.‡
13. Q. takes Kt.	13. Q. takes Q. Kt's P.
14. Kt. to K's 2nd.	14. Q. to Q. B's 6th.
15. Kt. to K. B's 4th.	15. Q. to K's 2nd.

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* All this is conceived with great ability.

† He might, without any danger it appears, have taken the Q. Kt's Pawn, and, if White replied with 10. Q. Kt. to K's 2nd, have taken K's Kt. with Bishop.

‡ 12. Q. Kt. takes K's P, is unsafe, because of 13. Kt. to Q. B's 4th.

16. Q. R. to Q. Kt's sq.	16. Castles on Q's side.*
17. B. to K's 2nd.	17. Kt. to Q. Kt's 3rd.
18. Q. to Q. Kt's 3rd.	18. Q. R. to Q's 2nd.
19. Kt. to Q's 3rd.	19. Kt. to Q. B's 5th.
20. Kt. to Q. B's 5th.	20. Q. R. to Q. B's 2nd.
21. Q. to Q. R's 4th.	21. P. to Q. Kt's 3rd.
22. B. takes Kt.	22. P. takes Kt.†
23. B. to Q. R's 6th (ch.)	23. K. to Q's 2nd.
24. B. to Q. Kt's 7th.	24. R. to Q's sq.
25. B takes P. (ch.)	

And Black resigned.

GAME THIRTEENTH.

PETROFF'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.
4. Kt. to K B's 3rd.	4. Kt. takes P.
5. P. to Q's 4th.	5. P. to Q's 4th.
6. B. to Q's 3rd.	6. B. to K's 2nd.
7. Castles	7. Kt. to Q. B's 3rd.
8. P. to Q. B's 4th.	8. Q. B. to K's 3rd.
9. P. takes P.	9. Q. B. takes P.
10. Kt. to Q. B's 3rd.	10. Kt. takes Kt.
11. P. takes Kt.	11. Castles.
12. Q. B. to K. B's 4th.	12. K. B. to Q's 3rd.
13. B takes B.	13. Q. takes B.
14. Kt. to K. Kt's 5th.	14. P. to K. B's 4th.
15. P. to Q B's 4th.	15. B. takes K. Kt's P.‡
16. K. takes B.	16. Q. to K. Kt's 3rd.
17. P. to K. B's 4th.	17. P. to K. R's 3rd.
18. P. to Q's 5th.	18. Kt. to Q's sq.
19. P. to K. R's 4th.	19. P. takes Kt.

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* Here, again, is an astounding exemplification of the instability of Black's play. He has now a Pawn more than his adversary, and no marked inferiority of position; and at this moment must voluntarily imperil his game by Castling on the side where his King can be best attacked.

† A choice of evils only was left; for if he had taken the Bishop, then followed 23. Q. R takes P., &c.

‡ Black was obliged either to play thus, or retreat the Bishop to Bishop's second, which latter White would have answered with P. to Q's 5th, and have cramped him fearfully.

20. K. R. P. takes P.	20. Kt. to K. B's 2nd.
21. Q. to K. B's 3rd.	21. Kt. to K. R's 3rd.*
22. Q. to K. Kt's 3rd.	22. Kt. to K. B's 2nd.
23. P. to Q. B's 5th.	23. Q. R. to Q's sq.
24. B. to Q. B's 4th.	24. P. to Q. Kt's 4th.
25. B. to Q. Kt's 3rd.	25. P. to Q. R's 4th.
26. Q. R. to K's sq.†	26. K. R. to K's sq.
27. Q. R. to K's 6th.‡	27. R. takes R.
28. P. takes R.	28. K. to B's sq.
29. P. takes Kt.	29. P. to Q. R's 6th.
30. R. to Q's sq.	30. R. takes R.
31. B. takes R.	31. Q. to Q. B's 3rd (ch.)
32. B. to K. B's 3rd.	32. Q. takes P.
33. P. to K. Kt's 6th.	33. Q. to Q's 3rd.
34. Q. to K. Kt's 5th.	34. Q. to Q's 7th (ch.)
35. K. to K. R's 3rd.	35. Q. to Q's 6th.
36. Q. to K. R's 5th.	36. K. to K's 2nd.
37. Q. to K. R's 4th (ch.)§	37. K. to Q's 2nd.
38. K. to Kt's 3rd.	38. Q. to her 3rd.
39. Q. to K. R's 8th.‖	39. Q. takes P. (ch.)
40. K. to B's 2nd.	40. Q. takes P.¶
41. P. to Q. R's 3rd.	41. Q. to K's 2nd.
42. K. to Kt's 3rd.	42. Q. to K's 8th (ch.)
43. K. to Kt's 2nd.	43. Q. to Q's 7th (ch.)
44. K. to Kt's 3rd.	44. Q. to K's 8th (ch.)

And the game was drawn.

GAME FOURTEENTH.

BUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd

---

* This does not evince much foresight, since it is plain as noon-day that if the Kt. were played afterwards to Kt's 5th, White may take it with impunity.

† A terrible move; one to which Black can offer no satisfactory resistance.

‡ Winning a Piece, let Black do what he can.

§ White might have won off-hand by 37. P. to B's 8th. Queens. K. takes Q. 38. Q. to K. B's 8th, ch. &c.

‖ Here Mr. Lowenthal caps all his previous sins of omission in the game by a stupendous blunder!

¶ After this, the utmost White can expect is to make a drawn battle.

8.	B. to Q. Kt's 5th.	8. P. to Q. R's 3rd.
4.	B. to Q. R's 4th.	4. Kt. to K. B's 3rd.
5.	P. to Q's 4th.	5. P. takes P.
6.	P. to K's 5th.	6. K. Kt. to K's 5th.
7.	Castles.	7. K. Kt. to Q. B's 4th.
8.	B. takes Q's Kt.	8. Q. P. takes B.
9.	Kt. takes Q's P.	9. Kt. to K's 3rd.
10.	Kt. takes Kt.	10. Q. B. takes Kt.
11	Q. to K's 2nd.	11. K. B. to Q. B's 4th.
12.	Kt. to Q. B's 3rd.	12. Q. to K's 2nd.
13.	Kt. to K's 4th.	13. P. to K. R's 3rd.
14.	B. to K's 3rd.	14. K. takes B.
15.	Q. takes B.	15. B. to K. B's 4th.
16.	Kt. to K. Kt's 3rd.	16. B. takes Q. B's P.*
17.	P. to K. B's 4th.	17. P. to K. Kt's 3rd.†
18.	P. to K's 6th.‡	18. B. to K. B's 4th
19.	Kt. takes B.	19. P. takes kt.
20.	P. takes B (ch.)	20. K. takes P.
21.	Q to K. R's 3rd.	21. Q. to K. B's 3rd.
22.	Q. R. to K's sq.	22. K. R. to K's sq.
23.	Q. R. to K's 5th.§	23. K. to Kt's 3rd.
24.	K. R. to K's sq.	24. R. takes R.
25.	R. takes R.	25. R. to Q's sq.
26.	Q. to Kt's 3rd (ch.)	26. K. to R's 2nd.
27.	P. to K. R's 3rd.	27. R. to Q's 2nd.
28.	Q. to K's 3rd.	28. P. to Q. Kt's 3rd.
29.	K. to R's 2nd.	29. P. to Q. B's 4th.
30.	Q. to K's 2nd.	30. Q. to K. Kt's 3rd.
31.	R. to K's 6th.	31. Q. to K. kt's 2nd.
32.	Q. to K. R's 5th.	32. R. to Q's 4th.
33.	P. to Q. Kt's 3rd.	33. P. to Q. Kt's 4th.‖
34.	R. takes Q. R's P.	34. R. to Q's 3rd.
35.	Q. takes K. B's P. (ch.)	35. Q. to K. Kt's 3rd.
36.	Q. takes Q. (ch.)	36. K. takes Q.

* Far from judicious.

† Still worse; utterly unconscious of the opportunity he thus affords his adversary.

‡ This is the fatal move which, although Black failed to foresee, it was not likely his keen-sighted enemy would overlook. It is manifest now that if this Pawn be taken, White must win a piece by playing Q. to Q. B's 3rd; and, if it is not taken, that he obtains a crushing attack.

§ Well played, since, if Black take Rook with Rook, and then dare to capture the Pawn, he would lose his Queen.

‖ Curiously enough, owing to the peculiarity of the position, Black is compelled to sacrifice his Pawns, or submit to a greater loss.

37. R. to Q. R's 6th.	37. R. to Q. Kt's 3rd.*
38. P. to K. Kt's 1th.	38. P. to Q. B's 3rd.
39. K. to Kt's 3rd.	39. P. to K. R's 4th.
40. R. to Q. R's 7th.	40. P. takes P.
41. P. takes P.	41. K. to B's 3rd.
42 P. to K. B's 3rd.	42. K. to K's 4th.
43. R. to K's 7th (ch.)	43. K. to Q's 3rd.
44. P. to K. B's 5th.	44. R. to Q. Kt's sq.
45. P. to K. Kt's 6th.	45. R. to K. B's sq.
46. K. to B's 4th.	46. P. to Q. B's 5th.
47. P. takes P.	47. P. takes P.
48. K. to B's 5th.	48. P. to Q. B's 6th.
49. R. to K's 3rd.	

And Black resigned the game and the match

Match between Messrs. Morphy and Harrwitz.

This contest, the terms of which were that the player who first scored seven games should be victor, was played in Paris during the winter of 1858. The stake dependent on the result was merely nominal.

GAME FIRST.

IRREGULAR OPENING.

Black. (Mr. H.)	White. (Mr. M.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q B's 4th.	2. P. to Q's 4th.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. Q. B. to K B's 4th.†	4. P. to Q. R's 3rd.
5. P. to K's 3rd.	5. P. to Q. B's 4th.
6. Kt. to K. B's 3rd.	6. Kt. to Q. B's 3rd.
7. P. to Q. R's 3rd.	7. Q. B. P. takes Q's P.
8. K. P. takes P.	8. Q. P. takes P.
9. K. B. takes P.	9. P. to Q. Kt's 4th.
10. K. B. to Q's 3rd.	10. Q. B. to Q. Kt's 2nd.
11. Castles.	11. K. B. to K's 2nd.
12. Q. B. to K's 5th.	12. Castles.
13. Q. to K's 2nd.	13. K. Kt. to Q's 4th.
14. Q. B. to K. Kt's 3rd.	14. K. to R's sq.
15. K. R. to K's sq.	15. K. B. to K. B's 3rd.

---

* This looking in of his Rook was not judicious. Why not have defended the Pawn by playing the natural move of P. to Q. B's 3rd.

† This move, though decried by the best authorities, Mr. Harrwitz has shown to be a very good one.

16. Q. to K's 4th.	16. P. to K. Kt's 3rd
17. Q. Kt. takes Kt.	17. Q. takes Kt.
18. Q. takes Q.	18. P. takes Q.
19. Kt. to K's 6th.	19. Q. R. to Q's sq.*
20. Kt. takes Kt.	20. Q. B. takes Kt.
21. Q. R. to Q. B's sq.	21. Q. R. to Q. B's sq.
22. Q. B. to Q's 6th.	22. K. R to K. Kt's sq.
23. Q. B. to K's 5th.	23. K. to K. Kt's 2nd.†
24. P. to K. B's 4th.	24. Q. B. to Q's 2nd.
25. K. to K. B's 2nd.	25. P. to K. R's 3rd.
26. K. to K's 3rd.	26. Q. R. takes R.
27. R. takes R.	27. R. to Q. B's sq.
28. R. to Q. B's 6th.‡	28. K. B. takes B.
29. K. B. P. takes B.	29. B. to K's 3rd.
30. P. to Q. R's 4th.§	30. P. takes P.
31. B. takes Q. R's P.	31. R. to Q. Kt's sq.
32. R. to Q. Kt's 5th.	32. R. to Q's sq.‖
33. R. to Q. Kt's 6th.	33. R. to Q. R's sq.
34. K. to Q's 2nd.	34. B to Q. B's sq.
35. B. takes B.	35. R. takes B.
36. R. to Q. Kt's 5th.	36. R. to Q. R's sq
37. R. takes Q's P.	37. P. to Q. R's 6th
38. P. takes P.	38. R. takes P.
39. R. to Q. B's 5th.	39. K. to K. B's sq.
40. K. to K's 2nd.	40. K. to K's 2nd.
41. P. to Q's 5th.	41. K. to Q's 2nd.
42. R. to Q B's 6th.	42. P. to K. R's 4th.
43. R. to K. B's 6th.	43. K. to K's 2nd.
44. P. to Q's 6th (ch.)	44. K. to K's sq.
45. P. to K's 6th.	46. P. takes P.
46. R. takes P. (ch.)	46. K. to B's 2nd
47. P. to Q's 7th.	47. R. to Q. R's sq.
48. R. to Q's 6th.	48. K. to K's 2nd.
49. R. takes P.	49. K. takes P.
50. R. to K. Kt's 5th.	50. R. to K. R's sq.
51. K. to K. B's 3rd.	51. K. to K's 3rd.
52. K. to K. Kt's 3rd.	52. P. to K. R's 5th (ch)
53. K. to K. Kt's 4th.	53. P. to K. R's 6th.
54. P. to K. Kt's 3rd.	54. K. to K. B's 3rd
55 R. to K. R's 5th.	

And White resigns.

* If he had captured the Q's Pawn, Black would have won at least the exchange by moving Kt. to Q's 7th.

† *From apprehension, if he took the Bishop, that Black would obtain* an entrance into his quarters with the Rooks.

‡ Mr. Harrwitz plays this game throughout with remarkable skill

§ *The right move, and now to the end Black's play is irreproachable*

‖ It would have been better to play 32. R. to Q. R's sq., at once.

GAME THIRD.

(Game Second of this Match will be found at page 77.)

IRREGULAR OPENING.

BLACK. (Mr. H.)	WHITE. (Mr. M.)
1. P. to Q's 4th.	1. P. to K. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. Q. B. to K. Kt's 5th.	4. K. B. to Q. Kt's 5th.
5. Q. to Q. Kt's 3rd.	5. P. to Q. B's 4th.*
6. P. to Q's 5th.	6. P. to K's 4th.
7. P. to K's 3rd.	7. Castles.
8. K. B. to Q's 3rd.	8. P. to Q's 3rd.
9. K. Kt. to K's 2nd.	9. P. to K. R's 3rd.
10. B. takes K. Kt.	10. Q. takes B.
11. P. to Q. R's 3rd	11. B. takes Kt. (ch.)
12. Q. takes B.	12. Kt. to Q's 2nd.
13. Castles on K's side.	13 Q. to K. Kt's 3rd.
14. P. to Q. Kt's 4th.†	14. P. to Q. Kt's 3rd.
15. P. to K. B's 3rd.	15. P. to K. R's 4th.
16. B. to Q. B's 2nd.	16. B. to Q. Kt's 2nd.
17. B. to Q. R's 4th.	17. Q. to K. B's 2nd.
18. B. takes Kt.	18. Q. takes B.
19. P. takes P.	19. Q. Kt. P. takes P.
20. P. to K. B's 4th.	20. P. to K's 5th.
21. Q. R. to Q. Kt's sq.	21. B. to Q. R's 3rd.
22. K. R. to Q. B's sq.	22. Q. to Q. R's 5th.
23. Kt. to K. Kt's 3rd	23. P. to K. R's 5th.
24. Kt. to K. B's sq.	21. Q. R. to Q. Kt's sq.
25. Kt. to Q's 2nd.	25. Q. R. to Q. Kt's 3rd
26. R. takes R.	26. P. takes R.
27. Q. to Q. Kt's 3rd	27. Q. takes Q.‡
28. Kt. takes Q.	28. P. to Q. Kt's 4th.§
29. P. takes P.	29. B. takes P.
30. Kt. to Q. R's 5th.	30. R. to Q. R's sq.
31. Kt. to Q. Kt's 7th.	31. R. to Q. R's 8th.
32. R. to Q. B's 3rd.	32. K. to K. B's sq.
33. Kt. to Q's 8th.	33. B. to Q's 2nd.
34. R. to Q. Kt's 3rd.	34. K. to K's 2nd.
35. R. to Q. Kt's 8th.	35. P. to Q. B's 5th.
36. K. to K. B's 2nd.	36. P. to Q. B's 6th.

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* This mode of defence may be adopted without danger.
† An error, as we shall presently see.
‡ Mr. Morphy has now surmounted all the disadvantages of playing second, and has a game in every respect as good as his antagonist has.
§ The *coup juste*. White must now have a passed Pawn.

37. K. to K's 2nd.	37. R. takes Q. R. P.
38. Kt. to Q. B's 6th (ch.)	38. B. takes Kt.
39. P. takes B.	39. P. to Q. B's 7th
40. K. to Q's 2nd.	40. R. to Q. B's 6th.*
41. K. to Q. B's sq.	41. R. takes Q. B. P.
42. R. to Q. Kt's 3rd	42. K. to K. B's 3rd.
43. R. to Q. R's 3rd.	43. P. to K. Kt's 4th
44. P. to K. Kt's 3rd.	44. K. R. P. takes P.
45. K. R. P. takes P.	45. K. Kt. P. takes P.
46. K. Kt. P. takes P.	46. K. to K. Kt's 3rd.
47. R. to Q. R's 5th.	47. R. to Q. B's 4th.
48. R. to Q. R's 6th.	48. R. to Q. B's 6th.
49. R. takes Q. P. (ch.)	49. K. to K. R's 4th.
50. R. to Q's 2nd.	50. K. to K. Kt's 5th.
51. R. to K. Kt's 2nd (ch.)	51. K. to K. B's 6th.
52. R. to K. Kt's 5th.	52. R. to Q. B's 4th.
53. R. to K. R's 5th.	53. K. takes K. P.
54. R. to K. R's 4th.	54. K. to K. B's 6th.

And Black gave up the game.

GAME FIFTH.

(Game the Fourth will be found at p. 76.)

QUEEN'S IRREGULAR OPENING.

WHITE. (Mr. H.)	BLACK. (Mr. M.)
1. P. to Q's 4th.	1. P. to K. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. B. to K. Kt's 5th.	4. B. to K's 2nd.
5. P. to K's 3rd.	5. Castles.
6. K. B. to Q's 3rd.	6. P. to Q. Kt's 3rd.
7. K. Kt. to K's 2nd.	7. B. to Q. Kt's 2nd.
8. Castles.	8. Kt. to K. R's 4th
9. B. takes B.	9. Q. takes B.
10. Kt. to K. Kt's 3rd.	10. Kt. takes Kt.
11. K. R. P. takes Kt.	11. P. to Q's 3rd.
12. P. to K. B's 4th.	12. Kt. to Q. B's 3rd.
13. P. to K. Kt's 4th.	13. Kt. to Q. Kt's 5th.
14. P. takes P.	14. P. takes P.
15. Q. to Q's 2nd.	15. Q. R. to K's sq.
16. Q. R. to K's sq.	16. Q. to K. R's 5th.
17. K. B. to Q. Kt's sq.	17. Q. R. to K's 3rd.
18. Q. to K. B's 2nd.	18. Q. to K. R's 4th.

* A masterly manœuvre.

19.	P. to Q's 6th.	19.	R. to K. R's 3rd.
20.	Q. to K. B's 3rd.	20.	Q. to K. R's 5th.
21.	P. to Q. R's 3rd.*	21.	Kt. to Q. R's 3rd.
22.	P. to Q. Kt's 4th.	22.	Kt. to Q. Kt's sq.
23.	Kt. to K's 2nd.	23.	Kt. to Q's 2nd.
24.	Kt. to K. Kt's 3rd.	24.	P. to K. Kt's 3rd.
25.	K. to B's 2nd.	25.	Kt. to K. B's 3rd.
26.	R. to K. R's sq.	26.	Kt. to Kt's 5th (ch.)
27.	K. to Kt's sq.	27.	Q. to K. B's 3rd.
28.	R. takes R.	28.	Kt. takes R.
29.	Q. to Q's sq.	29.	Kt. to Kt's 5th.
30.	Q. to Q's 2nd.	30.	Q. to K. R's 5th.
31.	Kt. to K B's sq.	31.	R. to K's sq.
32.	P. to K. Kt's 3rd.	32.	Q. to K. R's 6th.
33.	P. to Q. Kt's 5th.	33.	Kt. to K. B's 3rd.
34.	Q. to K. Kt's 2nd.	34.	Q. takes Q. (ch.)
35.	K. takes Q.	35.	P. to Q. R's 3rd.
36.	P. to Q. R's 4th.	36.	P. takes P.
37.	Q. R. P. takes P.	37.	R. to Q. R's sq.
38.	Kt. to Q's 2nd.†	38.	R. to Q. R's 6th.
39.	P. to K's 4th.	39.	P. takes P.
40.	Kt. takes P.	40.	Kt. takes Kt.
41.	B. takes Kt.‡	41.	R. to Q. B's 6th
42.	B. to K. B's 3rd.§	42.	K. to B's 2nd.
43.	R. to K's 4th.	43.	B. to B's sq.
44.	B. to K's 2nd.	44.	B. to K. B's 4th.
45.	R. to Q's 4th.	45.	P. to K. R's 4th.
46.	K. to B's 2nd.	46.	K. to B's 3rd.
47.	R. to Q's 2nd.	47.	B. to Q. B's 7th.
48.	K. to K's sq.	48.	B. to K's 6th.
49.	K. to B's 2nd.	49.	K. to B's 4th.
50.	R. to Q. R's 2nd.	50.	P. to K. R's 5th.
51.	P. takes P.	51.	K. takes B. P.
52.	R. to Q. R's 7th.	52.	R. to K. R's 6th.
53.	R. takes Q. B. P.	53.	R. to R's 7th (ch.)
54.	K. to K's sq.	54.	K. to K's 6th.

And Black wins.

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* Perhaps it would have been more prudent to play 21. Kt. to K's 2nd; the adverse cavalier is quite innoxious where he stands, and it seems unwise to lose moves in forcing him to retreat. Up to this point, however, Mr. Harrwitz has played the opening very well.

† He ought here to have advanced his K's Pawn.

‡ It was suggested, that by taking the Kt. with his Rook, Mr. Harrwitz might have drawn the game:—41. R takes Kt., K. to B's 2nd 42. P. to K. B's 6th, P. takes P. 43. R. to K. B's 8th, &c.

§ Threatening 43. R. to K's 8th (ch), and 44. R. to Q. Kt's 8th.

GAME SIXTH.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Kt. to K. B's 3rd.*
5. P. to K's 5th.†	5. P. takes P.
6. Q. takes Q. (ch.)	6. K takes Q.
7. K. Kt. takes P.	7. Q. B. to K's 3rd.
8. Q. Kt. to Q. B's 3rd.	8. K. B. to Q's 3rd.
9. K. Kt. to Q. B's 4th.	9. Q. B. takes Kt.
10. K. B. takes B.	10. K. R. to K's sq. (ch.)
11. Q. B. to K's 3rd.	11. K. to K's 2nd.
12. Castles on Q's side.	12. P. to Q. R's 3rd.
13. Q. B. to K. Kt's 5th.‡	13. Q. Kt. to Q's 2nd.
14. Kt. to K's 4th.	14. P. to K. R's 3rd.
15. Q. B. takes Kt. (ch.)	15. Kt. takes B.
16. Kt. takes B.	16. P. takes Kt.
17. K. R. to K's sq. (ch.)	17. K. to K. B's sq.
18. R. takes R. (ch.)	18. Kt. takes R.
19. B. to Q's 5th.	19. R. to Q. Kt's sq.
20. B. to K. B's 3rd.	20. P. to K. Kt's 3rd.
21. P. to Q. B's 3rd.	21. K. to K's 2nd.
22. R. to K's sq. (ch.)	22. K. to K. B's sq.§
23. K. to Q. B's 2nd.	23. Kt. to Q. B's 2nd.
24. K. to Q. Kt's 3rd.	24. Kt. to K's 3rd.
25. K. to Q. R's 4th.	25. P. to Q. Kt's 3rd.‖
26. P. to Q. Kt's 4th.	26. K. to K's 2nd.
27. R. to K's 3rd.	27. K. to Q's 2nd.
28. B. to Q's 5th.	28. P. to K. R's 4th.
29. P. to K. R's 4th.	29. R. to K's sq.
30. K. to Q. Kt's 3rd.	30. R. to K. Kt's sq.
31. R. to K. B's 3rd.	31. K. to K's 2nd.
32. P. to Q. R's. 4th.	32. P. to Q. R's 4th.
33. B. takes Kt.	33. K. takes B.
34. K. to Q. B's 4th.	34. P. to K. Kt's 4th.

* A defence by no means commendable.

† Mr. Morphy is so well grounded in all openings, and so prompt to avail himself of the least error in them on the part of his antagonist, that he frequently obtains a winning advantage in the first half-dozen moves.

‡ Having the attack completely in his hands, White allows his adversary no respite, but persecutes him without mercy till he surrenders.

§ Compulsory; for if he move to Q's 2nd, White replies with B. to Q's 6th.

‖ Better, possibly, to have checked with the Kt. at Q. B's 4th, forcing the King back to Q. R's 3rd, and then to have played P. to Q. R's 4th.

35. K. to Q. Kt's 5th.	35. P. takes Q. Kt. P.
36. Q. B. P. takes P.	36. P. takes K. R. P.
37. K. takes R.	37. R. to Q. Kt's sq. (ch.)
38.* K. to Q. R's 5th.	38. K. to Q's 4th.
39. R. to Q's 3rd (ch.)	39. K. to Q. B's 5th
40. R. takes Q. P.	40. R. takes Q. Kt. P.
41. R. to Q's 4th (ch.)*	41. K. takes R
42. K. takes R.	42. P. to K. B's 4th.
43. P. to K. B's 4th.	43. K. to K's 6th.
44. P. to Q. R's 5th.	44. K. to K. B's 7th
45. P. to Q. R's 6th.	45. K. takes K. Kt. P
46. P. to Q. R's 7th.	46. P. to K. R's 6th.
47. P. "Queens" (ch.)	47. K. to K. Kt's 8th
48. Q. to K. B's 3rd.	

And Black resigns.†

GAME SEVENTH.

IRREGULAR OPENING.

WHITE. (Mr. H.)	BLACK. (Mr. M.)
1. P. to Q's 4th.	1. P. to K. B's 4th.
2. P. to Q. B's 4th	2. P. to K's 3rd.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. B. to K. Kt's 5th.	4. B. to K's 2nd.
5. P. to K's 3rd.	5. Castles.
6. B. to Q's 3rd.	6. P. to Q. Kt's 3rd.
7. K. Kt. to K's 2nd.	7. B. to Q. Kt's 2nd.
8. B. takes Kt.	8. B. takes B.
9. Castles.	9. Q. to K's 2nd.
10. Q. to Q's 2nd.	10. P. to Q's 3rd.
11. P. to K. B's. 4th.	11. P. to Q. B's 4th.
12. P. to Q's 5th.†	12. Kt. to Q. R's 3rd.
13. P. takes P.	13. Q. takes P.
14. Q. R. to K's sq.	14. B. to K. R's 5th.
15. Kt. to K. Kt's 3rd.	15. Q. to K. Kt's 3rd.
16. Kt. to Q's 5th.	16. Q. B. takes Kt.
17. P. takes B.	17. B. takes Kt.
18. P. takes B.	18. Kt. to Q. B's 2nd.

---

* Well played. White now wins by force.

† Because if 48. P. to K. R's 7th, then 49. Q. to K. Kt's 3rd (ch.), K. to R's sq. 50. K. to Q. B's 4th, P. to K. R's 8th 51. Q. takes P. at R's 4th, K. to Kt's sq. 52. K. to Q's 6th, P. "Queens" 53. Q. takes Q. (ch.), K. takes Q. 54. K. to K's 6th,

And wins.

‡ I now prefer the German's game.

19. K. to B's 2nd.	19. Q. R. to K's sq.
20. R. to K. R's sq.	20. R. to K's 2nd.*
21. R. to K. R's 1th.	21. Q. to K. B's 2nd
22. B. to K's 2nd.*	22. Kt. to K's sq.
23. Q. to Q's 3rd.	23. Kt. to K B's 3rd.
24. B. to K. B's 3rd.†	21. P. to K. Kt's 3rd.
25. Q. R. to K's 2nd.	25. K. R to k's sq ‡
26. P. to Q. Kt's 3rd.	26. Q to K. Kt's 2nd.
27. K. R. to K. R's sq.	27. P. to K. R's 3rd.
28. K. to Kt's sq.	28. P. to K. Kt's 4th.
29. P. takes P.	29. P. takes P.
30. B. to K. R's 5th.	30. Kt. to K's 5th.
31. R. to K's sq.§	31. R. to K. B's sq.
32. B. to B's 3rd.	32. Kt takes P.
33. R. to K. R's 3rd.	33. Q. to K's 1th.
34. R. to K. R's 6th.	34. P. to K. Kt's 5th.
35. B. to Q's sq.	35. K. to Kt's 2nd.
36. R. to K. R's 4th.	36. R. to K. R's sq.
37. R. takes R.	37. K. takes R
38. B. to Q. B's 2nd.	38. R. to K R's 2nd.
39. Q. to Q's 2nd.	39. Q. to Q. Kt's 7th.
40. R. to Q's sq.	40. R. to R's 8th (ch.)
41. K. to B's 2nd.	41. R. to K. B's 8th (ch.)‖
42. K. takes Kt.	42. Q. to K's 4th (ch.)
43. K. to R's 4th.	43. Q to K. B's 3rd (ch.)
44. K. to Kt's 3rd.	44. Q. to K's 4th (ch.)

And the game was drawn by perpetual check.

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* *A poor move. What was the objection to* 22. P to K. Kt's 4th.? If 22. Q takes Q P., 23. Q to Q. B's 2nd, &c. And if 22. P. to K Kt's 3rd 23. P. takes P, &c.

† Mr. Harrwitz might now have played P. to K. Kt's 4th, and if it were taken, have seemed an advantage, *ex gr.*:—21. P. to K Kt's 4th, P. takes P. 25. R. takes P. Kt. to K's 4th (ch.), 26. K. to Kt's sq Q. to K B's 3rd, 27. R to K R's 3rd, Q takes Q Kt P., 28. R. to K's 6th (ch.), R. takes R 29. P. takes R., and wins, for Black's check with the Queen at K. B's 7th is useless.

‡ Black might now have played advantageously as follows:—25. P to K. Kt's 4th, 26. P. takes P., Kt to K's 5th (ch.), 27. K to Kt's sq, Kt. takes P. at K's 6th, &c. &c.

§ If White had taken the Rook, he must have lost the game by 31. Q. to Q. R's 8th, &c.

‖ He ought to have taken Rook with Rook, and then have played Kt to K's 5th (ch.)

GAME EIGHTH.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. B. to K. Kt's 5th.*
4. P. takes P.	4. B. takes Kt.
5. Q. takes B.	5. P. takes P.
6. Q. B. to Q. B's 4th.	6. Kt. to K. B's 3rd.†
7. Q. to Q. Kt's 3rd.	7. B. to Q's 3rd.
8. K. B. takes P. (ch.)	8. K. to B's sq.
9. Q. B. to K. Kt's 5th.	9. Q. Kt. to Q's 2nd.
10. K. B. to K. R's 5th.	10. P. to K. Kt's 3rd.
11. B. to K. R's 6th (ch.)	11. K. to K's 2nd.‡
12. B. to K. B's 3rd.	12. Kt. to Q. B's 4th.
13. Q. to Q. B's 4th.	13. P. to Q. Kt's 4th
14. Q. to K's 2nd.	14. Q. Kt. to K's 3rd.
15. B. to K's 3rd.§	15. P. to Q. R's 3rd.
16. Kt. to Q's 2nd.	16. K. to B's 2nd.
17. Castles on Q's side.	17. Q. to K's 2nd.
18. P. to K. Kt's 3rd.	18. K. R. to Q. Kt's sq.
19. B. to K. Kt's 2nd.	19. P. to Q. R's 4th.
20. K. R. to K. B's sq.	20. P. to Q. R's 5th.
21. P. to K. B's 4th.	21. P. to Q. R's 6th.
22. P. to Q. Kt's 3rd.	22. K. to Kt's 2nd.
23. P. to K. B's 5th.	23. Q. Kt. to K. B's sq.
24. P. to K. Kt's 4th.	24. Q. to K's sq.
25. B. to K. B's 3rd.	25. Q. to Q. B's 3rd.
26. Kt. to Q. Kt's sq.	26. P. to Q. Kt's 5th.
27. Q. to K. B's 2nd.	27. Q. Kt. to Q's 2nd
28. P. to K. Kt's 5th.	28. K. Kt. to K. Kt's sq.
29. P. to K. B's 6th (ch.)	29. K. to R's sq.
30. P. to K. B's 7th.	30. Q. Kt. to Q. B's 4th.‖
31. P. takes Kt, becoming a Q. (ch.)	31. K. takes Q.
32. B. takes Kt.	32. B takes B.

---

* This is not considered a good defence.

† From Mr. Harwitz's play in this game, it is evident he had lost much of his usual confidence at this stage of the match. By the present move he throws away a valuable Pawn for nothing, when the least reflection must have shown him that 6. Q to Q's 2nd, saved every thing.

‡ What a position at the beginning of a game in a great match!

§ Apprehensive of Black's playing P. to K. Kt's 4th.

‖ He must lose a piece here: for if he play 30. Kt to K's 2nd, White replies with 31. B. to K. Kt's 4th, threatening to capture the other Kt. and mate at K. B's 6th.

33. Q. to K's 2nd.	33. Q. to K's 8rd.
34. Kt. to Q's 2nd.	34. K. to R's sq.
35. B. to K. Kt's 1th.	35. Q. to K's 2nd.
36. Kt. to K. B's 3rd.	36. R. to Q's sq
37. P. to K. R's 4th.	37. R. to Q's 3rd.
38. R. takes R.	38. P. takes R.
39. Q. to B's 4th.	39. R. to K. B's sq.
40. Q. to K's 6th.	40. B. to K's 6th (ch.)
41. K. to Q's sq.	11. Q. to Q. B's 2nd.
42. Kt. to Q's 2nd.	42. B. to K. B's 5th.
43. Kt. to Q. B's 4th.	43. Q. to Q. B's 4th.
44. Q. to Q's 5th.	44. Q. takes Q. (ch.)
45. P. takes Q.	45. R. to Q's sq.
46. R. to K. B's 3rd.	46. K. to Kt's 2nd.
47. P. to Q. R's 3rd.	47. R. to Q. Kt's sq.
48. P. takes P.	48. R. takes P.
49. K. to B's 2nd.	49. K. to B's sq.
50. K. to B's 3rd.	50. R. to Q. Kt's 4th.
51 B. to K's 6th.	51. R. to Q. B's 4th.
52. P. to Q. Kt's 4th.	52. R. to Q. B's 2nd.
53. P. to Q. Kt's 5th.	53. K. to K's 2nd.
54. P. to Q. Kt's 6th.	54. R. to Q. Kt's 2nd.
55. B. to Q. B's 8th.	55. R. to Q. Kt's sq.
56. P. to Q. Kt's 7th.	56. K. to Q's sq.
57. Kt. takes Q. P.	57. K. to K's 2nd.
58. Kt. to Q. Kt's 5th.	58. P. to K. R's 3rd.
59. P. to K's 6th (ch.)	

And Black resigned.*

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* At the termination of this game, owing to indisposition, Mr. Harrwitz resigned the match. The score then being:—

Morphy	5
Harrwitz	2
Drawn	1

Mr. Harrwitz had won, however, a game played prior to the match, so that the actual result of the play was—

Morphy	5
Harrwitz	3
Drawn	1

Match between Messrs. Morphy and Andersen.

This encounter took place in Paris, December, 1859. The conditions were the same as in the Match between Messrs. Morphy and Harrwitz, namely, that the party who succeeded in first winning seven games should be entitled to the honour of victory; but in this case no pecuniary stake whatever, we believe, was dependent on the issue.

Upon the conclusion of the contest, which lasted only eight days, the score gave, to

Morphy	..	..	7 games.
Andersson	..	..	2
Drawn	..	..	2

GAME FIRST.

EVANS' GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. Kt. to K. B's 3rd.
8. P. to K's 5th.	8. P. to Q's 4th.
9. K. B. to Q. Kt's 5th.	9. K. Kt. to K's 5th.
10. P. takes P.	10. Castles.
11. B. takes Q's Kt.	11. P. takes B.
12. Q. to Q. R's 4th.	12. K. B. to Q. Kt's 3rd.
13. Q. takes Q. B's P.	13. Q. B. to K. Kt's 5th.
14. B. to Q. Kt's 2nd.	11. Q. B. takes Kt.
15. P. takes B.	15. Kt. to K. Kt's 4th.
16. Kt. to Q's 2nd.	16. K. R. to K's sq.
17. K. to R's sq.	17. Kt. to K. R's 6th.
18. P. to K. B's 4th.	18. Q. to K. R's 5th.
19. Q. takes Q's P.	19. Kt. takes B's P. (ch.)
20. K. to Kt's sq.	20. Kt. to Q's 6th
21. B. to Q. B's 3rd	21. Kt. take[illegible] K. B's P.*
22. Q. to K. B's 3rd.	22. Kt. to K. R's 6th (ch.)
K. to R's sq.	23. Kt. to K. Kt's 4th.

---

these manœuvres of the Knight are very clever; Mr. Andersen's indeed, throughout the present game, would have reflected credit in brightest days.

21. Q. to K. Kt's 2nd.	21. Q. R. to Q's sq.
25. K. R. to K. Kt's sq.	25. P. to K. R's 3rd
26. Q. R. to K. B's sq.	26. Q. to K. R's 6th.*
27. Q. to Q. B's 6th,†	27. Q. to Q's 2nd.
28. Q. to K. Kt's 2nd.	28. B. takes Q's P.
29. B. takes B.	29. Q. takes B.
30. Kt. to K. B's 3rd.	30. Q. to Q's 4th.
31. P. to K. R's 4th.	31. Kt. to K's 3rd.
32. Q. to K. Kt's 4th.	32. Q. to Q. B's 3rd.
33. K. R. to K. Kt's 2nd.	33. Q. R. to Q's 6th.
34. Q. to K. B's 6th.	34. K. R to Q's sq
35. Q. to K. R's 6th.‡	35. Q to Q's 4th.
36. Q. to K. B's 5th.	36. Q. R. to Q's 8th.
37. R. takes R.	37. Q takes R. (ch)
38. K. to R's 2nd.	38. R. to Q's 6th.
39. R. to K. B's 2nd.	39. R. to K's 6th.
40. Kt. to Q's 2nd	40. R. to K's 7th.§
41. Q. takes K. B's P. (ch.)	41. K. to R's sq.
42. Kt. to K's 4th.	42. R. takes R. (ch.)
43. Kt. takes R.	43. Q to Q's 4th.
44. Kt. to K. Kt's 4th,	44. Q takes Q R's P. (ch.)
45. K. to Kt's 3rd.	45. Q. to Q. Kt's 6th (ch.)
46. K. to K. Kt's 2nd.	46. Q. to Q. B's 7th (ch.)
47. K. to Kt's 3rd.	47. Q. to Q. B's 6th (ch.)
48. K. to R's 2nd.	48. Q to Q. B's 3rd.‖
49. P. to K. R's 6th.	49. P. to Q. R's 4th.¶
50. Kt. to K. B's 6th.**	50. P. takes Kt.
51. Q. takes P. (ch.)	51. K. to Kt's sq.

* It may be noticed that Black dared not take the Q's Pawn, from fear of White's replying with Kt. to K. B's 3rd.

† Mr. Morphy was perhaps imprudent in not exchanging Queens.

‡ Threatening to win the Queen by 36. R takes K. Kt's P (ch) If instead of this move he had played 35. Q takes B P. (ch), Black would still have maintained his superiority; *e. g.*, — 35. K. takes Q, 36. Kt. to Q's 4th (dis. ch), 37. R takes R. (ch), 38. Kt takes Q, &c.
Q R. to K B's 6th Q takes R. R to Q's 8th (ch.)

§ All this is excellently played by Black.

‖ He has now achieved the object sought, which was to station his Queen where she could at once both protect the Knight and prevent the King being checked; but he has yet, it will be found, much work to do, for his opponent ties very hard.

¶ *He might now have pressed the attack thus:-* 49. Q to Q. B's 7th (ch), 50. K. to Kt's 3rd, Q to Q B's 6th (ch), 51. K to R's 2nd, Q to K. R's 6th (ch), 52. K. takes Q, Kt. to Kt's 4th (ch.), 53. K. to Kt's 3rd, Kt. takes Q, &c. &c.

** Ingenious, but unavailing.

52. Q. to K. Kt's 6th (ch.)	52. K. to B's sq.
53. Q. takes P. (ch.)	53. K. to K's sq.
54. Q. to K. Kt's 6th (ch.)	54. K. to Q's 2nd
55. P. to K. R's 6th.	55. Q. to Q's 4th.
56. P. to K. R's 7th.	56. Q. takes K's P. (ch.)
57. K. to Kt's sq.	57. Kt. to K. Kt's 4th.
58. P. to K. R's 8th becoming a Q.	58. Q. takes new Queen
59. Q. takes Kt.	59. Q. to Q's 5th (ch.)
60. K. to B's sq.	60. P. to Q. R's 5th.
61. Q. to K. B's 5th (ch.)	61. K. to Q. B's 3rd.
62. Q. to Q. B's 8th.	62. K. to Q. Kt's 4th.
63. K. to K's sq.*	63. P. to Q. B's 4th.
64. Q. to Q. Kt's 7th (ch.)	64. K. to Q. B's 5th.
65. Q. to K. B's 7th (ch.)	65. K. to Q. B's 6th.
66. Q. to K. B's 3rd (ch.)	66. Q. to Q's 6th.
67. Q. to K. B's 6th (ch.)	67. K. to Kt's 6th.
68. Q. to Q. Kt's 6th (ch.)†	68. K. to Q. B's 7th.
69. Q. to Q. R's 7th.	69. Q. to Q. B's 6th (ch.)
70. K. to K's 2nd.	70. P. to Q. R's 6th.
71. Q. to Q. R's 4th (ch.)	71. K. to Q. Kt's 7th.
72. Q. to Q. Kt's 5th (ch.)	72. Q. to Q. Kt's 6th.

And White resigned.

GAME SECOND.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.‡
4. B. to Q. R's 4th.	4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.§	5. B. to Q. B's 4th.
6. P. to Q. B's 3rd.	6. P. to Q. Kt's 4th.‖

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* Had he taken the Pawn, I look would have forced an exchange of Queens, and then have marched onward with his Pawn.

† *Again, taking the offered* Pawn would have involved an exchange of Queens, and with that the certain loss of the game.

‡ 3. Kt to K. B's 3rd is now thought preferable, but no defence yet discovered gives the second player an equal game.

§ This strikes us as a very tame and inefficient move in the present opening. Why not have Castled, and then thrown forward the Q's Pawn?

‖ Owing to White's feeble move of 5, P to Q's 3rd, Mr. Morphy has now as good a game as he has.

7. B. to Q. B's 2nd.*	7. P. to Q's 4th.
8. P. takes P.	8. Kt takes P.
9. P. to K. B's 3rd.	9. Castles.
10. Castles.	10. P. to K. B's 3rd.
11. P. to Q's 4th.	11. P. takes P.
12. P. takes P.	12. B. to Q. Kt's 3rd.
13. Kt. to Q. B's 3rd,	13. K. Kt. to Q Kt's 5th
14. B. to Q. Kt's sq.	14. Q B. to K's 3rd.†
15. P. to Q. R's 3rd.	15. Kt. to Q's 4th.
16. Q. Kt. to K's 2nd.†	16. Kt. to K. B's 3rd
17. Q. B. to K's 3rd.	17. R. to K's sq.
18. Kt. to K. Kt's 3rd.	18. B. to Q. B's 5th.
19. Kt. to K. B's 5th.§	19. B. takes R.
20. Q. takes B.	20. Q. Kt. to K's 2nd.
21. Kt. to K. R's 4th.	21. Kt. takes Kt.
22. Kt. takes Kt.	22. Q. to Q's 2nd
23. B. takes K. R's P. ‖	23. P. takes B.
24. Q. to Q. B's sq.	24. K. B. takes P.
25. Q. takes K. R's P.¶	25. R. to K's 8th (ch.)
26. K. to R's 2nd.	26. Kt. to K's 5th.
27. B. takes Kt.	27. R takes B.**
28. Q. to K. Kt's 5th (ch.)	28. K. to B's sq.
29. Q. to K. R's 6th (ch.)	29. K. to his sq.
30. Kt. takes B.	30. Q. to Q's 3rd (ch.)††
31. Q. takes Q.	31. P. takes Q.
32. R. to Q's sq.	32. K. to B's sq.
33. R. to Q's 2nd.	33. Q. R. to K's sq.
34. P. to K. Kt's 4th.	34. Q. R. to K's 4th.

---

* Mr. Anderssen plays his opponent's game, in not moving the Bishop to Q. Kt's 3rd, where it bears upon the vulnerable part of Black's battalia.

† Suppose — 14. Kt. takes Q. P., 15. Kt. takes Kt., 16. Q. to K. B's 3rd, K. B. takes Kt. Q. R. to K's 3rd. 17. Q. to K's 4th, and White has the superior position. Again, if 14. K. B. takes Q. P., 15. Q. Kt. to K's 2nd, 16. P. to Q. R's 3rd, 17. Q. to Q. B's 2nd, K. B. to Q. Kt's 3rd. Kt. to Q's 4th. winning a Kt.

‡ In the fourth game, which runs move for move with this up to the present point, Mr. Anderssen played 16. Q. B. to K's 3rd.

§ The initiatory step in a combination of remarkable depth and beauty.

‖ 23. Q. to Q. B's sq. looks still stronger, but Black would then possibly have answered with 23. Kt. to K's 5th, and have partly defeated the attack.

¶ If 25 Kt. takes K. R. P. (ch.), Black would have replied with 25. K. to B's sq. and have obtained the best of the struggle.

** If he had taken the Rook, White would have drawn the game, by 28. Kt. to K's 7th (ch.), 29. R. to K. B's 7th (ch.).

†† Well played.

35. P. to K. B's 3rd.	35. R. to K's 8th.
36. P. to K. R's 4th.	36. R. to Q's 4th.
37. K. to Kt's 3rd.	37. P. to Q. R's 4th.
38. P. to K. R's 5th.	38. K. to Kt's sq.
39. K. to B's 2nd.	39. R. to K's sq.
40. K. to Kt's 3rd.	40. R. to K's 2nd.
41. K. to B's 4th.	41. K. to R's 2nd.
42. K to Kt's 3rd.	42. P. to K B's 3rd.
43 K. to B's 4th.	43. R. to K's sq.
44. K. to Kt's 3rd.	44. R. to K's 2nd.

And the game was drawn.

GAME THIRD.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. Kt. to K. B's 3rd.
4. P. to Q's 4th.*	4. Q. Kt. takes Q's P.
5. Kt. takes Kt.	5. P. takes Kt.
6. P. to K's 5th.	6. P. to Q. B's 3rd.†
7. Castles.‡	7. P. takes B.
8. B. to K. Kt's 5th.	8. K. B. to K's 2nd.
9. P. takes Kt.	9. B. takes P.§
10. R. to K's sq. (ch.)	10. K. to B's sq.
11. B. takes B.	11. Q. takes B.
12. P. to Q. B's 3rd.	12. P. to Q's 4th.
13. P. takes P.	13. Q. B. to K's 3rd.
14. Kt. to Q. B's 3rd.	14. P. to Q. R's 3rd.
15. R. to K's 5th.	15. R. to Q's sq.
16. Q. to Q. Kt's 3rd.	16. Q. to K's 2nd.
17. Q. R. to K's sq.	17. P. to K. Kt's 4th.
18. Q. to Q's sq.	18. Q. to K. B's 3rd.

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* This or Castling is undoubtedly preferable to playing 4. P. to Q's 3rd.

† This move, which was first given in the German *Handbuch*, and has been analyzed by Mr. Lange, in his *Schachpartien*, is not commendable.

‡ In the *Schachpartien* of Mr. Lange this variation is carried on as follows,—7. Castles., 8. B. to K. Kt's 5th, 9. P. takes Kt., P. takes B. K. B. to K's 2nd K. B. takes P. 10. K. R. to K's sq. (ch.), 11. Q. B. takes B.; precisely as in the present game; K. to B's sq. Q. takes and it is a remarkable proof of Mr. Anderssen's neglect of Chess during the last four years, that he should know less of this analysis, originating from the German school, than his young antagonist.

§ If 9. P. takes P., then follows 10. Q. takes Q's P., 11. Q. B. to K. B's 4th K. R. to K. Kt's sq.

19. Q. R. to K's 3rd.*	19. K. R. to K. Kt's sq.†
20. R. takes B.	20. P. takes R.
21. R. to K. B's 3rd.	

And White wins.

GAME FOURTH.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3 B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.
4. B. to Q. K's 4th.	4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.	5. B. to Q. B's 4th.
6. P. to Q. B's 3rd.	6. P. to Q. Kt's 4th.
7. B. to Q. B's 2nd.	7. P. to Q's 4th.
8. P. takes P.	8. Kt. takes P.
9. P. to K. R's 3rd.	9. Castles.
10. Castles.	10. P. to K. R's 3rd.
11. P. to Q's 4th.	11. P. takes P.
12. P. takes P.	12. B. to Q. Kt's 3rd.
13. Kt. to Q. B's 3rd.	13. K. Kt. to Q. Kt's 5th.
14. B. to Q. Kt's sq.	14. Q. B. to K's 3rd.
15. P. to Q. R's 3rd.	15. Kt. to Q's 4th.
16. Q. B. to K's 3rd.‡	16. Kt. to K. B's 3rd.
17. Q. to Q's 2nd.	17. R. to K's sq.
18. R. to Q's sq.§	18. B. to Q's 4th.
19. Kt. to K's 5th.	19. Q. to Q's 3rd.
20. Q. to Q. B's 2nd.‖	20. Kt. takes Q's P.

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* The purpose of this is so manifest that in his old play Mr. Anderssen would have detected it at a glance.

† Completely unmindful of the snare! He should have played P. to K. Kt's 6th, and he would then have had at least as good a game as White.

‡ The moves of Game II. were, up to this point, identically the same; in that game, however, White now played 16. Q. Kt. to K's 2nd.

§ It is a defect in White's opening, that his Q's Rook cannot be played to this square.

‖ It has been shown that if 20. Q. Kt. takes P., then followed 20. K. Kt. takes Kt., 21. Q. to Q. B's 2nd, Kt. takes B., 22. P. takes Kt., Kt. takes Kt., 23. P. takes Kt, Q. takes K's P., 24. Q. to K. R's 7th (ch.), K. to B's sq., and Black's game is preferable. I believe, however, in this variation, White, instead of taking the Kt. at move 23, should play 23. Q. to K. R's 7th (ch.), K. to B's sq., 24. Kt takes Q. Kt., &c.

21. B. takes Kt.	21. B. takes B.*
22. Kt. takes B.†	22. Q. takes K's Kt.‡
23. Kt. takes Kt. (ch.)	23. Q. takes Kt.
24. Q. to K. R's 7th. (ch.)	24. K. to B's sq.
25. B. to K's 4th.	25. Q. R. to Q's sq.
26. K. to R's sq.§	26. B. takes Q. Kt's P.
27. Q. R. to Q. Kt's sq.	27. R. takes R. (ch.)
28. R. takes R.	28. Q. takes K. B's P.
29. Q. to R's 8th. (ch.)	29. K. to K's 2nd.
30. Q. to R's 7th.	30. B. to K's 4th.
31. B. to K. B's 3rd.	31. Q. to K. Kt's 6th.
32. K. to Kt's sq.	32. Q. to K. Kt's 3rd.
33. Q. takes Q.	33. P. takes Q.
34. B. to Q. Kt's 7th.	34. R. to Q. Kt's sq.
35. B. takes Q. R's P.	35. P. to Q. B's 3rd.
36. K. to B's 2nd.	36. B. to Q's 3rd.
37. R. to Q's 3rd.	37. K. to Q's 2nd.
38. K. to K's 2nd.	38. R. to Q. R's sq.
39. B. to Q. Kt's 7th.	39. R. takes Q. R's P.
40. B. to Q. B's 8th. (ch.)	40. K. to B's 2nd.
41. R. to Q's sq.	41. R. to Q. R's 7th. (ch.)
42. K. to B's 3rd.	42. B. to Q. B's 4th.
43. B. to K's 6th.	43. R. to K. B's 7th. (ch.)
44. K. to Kt's 3rd.	44. R. to K. B's 3rd.
45. R. to Q's 7th. (ch.)	45. K. to Kt's 3rd.
46. B. to K. Kt's 4th.	46. B. to Q's 3rd. (ch.)
47. K. to R's 4th.	47. P. to Q. B's 4th
48. B. to K. B's 3rd.	48. P. to Q. B's 5th.
49. R. takes K. Kt's P.	49. R. to K. B's 5th. (ch.)
50. B. to K. Kt's 4th.	50. P. to Q. B's 6th.
51. P. to K. Kt's 3rd.	51. R. takes B. (ch.)

And White resigns.

GAME FIFTH.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to Q's 4th
2. P. takes P.	2. Kt. to K. B's 3rd.

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* Very well conceived; after this, White's course is beset with difficulties.

† 22. Kt. to K. Kt's 4th, would, perhaps, have been better; but every way Black must retain the superiority.

‡ Had he taken the Q's Kt., White might have replied effectively with Kt. to Q. B's 6th.

§ 25. K. R to K. B's sq., or 25. R. to K. B's 6th, looks better than this.

8. P. to Q's 4th.	3. Kt. takes P.
4. P. to Q. B's 4th.	4. Kt. to K. B's 3rd.
5. Kt. to Q. B's 3rd.	5. B. to K. B's 4th.
6. Kt to K. B's 3rd.	6. P. to K's 3rd.
7. Q. B. to K's 3rd.	7. K. B. to Q. Kt's 5th
8. Q. to Q. Kt's 3rd.	8. B. takes Kt. (ch.)
9. P. takes B.	9. B. to K's 6th.
10. Kt. to Q's 2nd.	10. B. to Q. B's 3rd.
11. K. B to Q's 3rd.	11. Q. Kt. to Q's 2nd.*
12. Q. to Q. B's 2nd.	12. P. to K. R's 3rd.
13. Castles on K's side.	13. Castles.
14. Q. R. to K's sq.	14. P. to Q. Kt's 3rd.
15. P. to K. R's 3rd.	15. Q. to Q. B's sq.†
16. K. to R's 2nd.	16. K. to R's sq.
17. R. to K. Kt's sq.	17. R. to K. Kt's sq.
18. P. to K. Kt's 4th.	18. P. to K. Kt's 4th.
19. P. to K. B's 4th.‡	19. Q. to K. B's sq.
20. R. to K. Kt's 3rd.	20. Q. R. to Q's sq.
21. Kt. to K. B's 3rd.	21. B. takes Kt.
22. R. takes B.	22 Q to Q's 3rd.
23. K. to K. Kt's 2nd.	2 . K. Kt. to K. R's 4th.§
24. P. takes P.	24. P. takes P.
25. P. takes Kt.	25. P to K. Kt's 5th.
26. P takes P.	26. R. takes P. (ch.)
27. K. to K. B's sq.	27. P. to K. B's 4th.
28. Q. to K. B's 2nd.‖	28. Kt. to K's 4th.
29. P. takes Kt.¶	29. Q. takes B. (ch.)
30. Q. to K's 2nd.	30. Q. to K's 5th.
31. B. to K. B's 2nd.	31. Q. to Q B's 3rd.
32. Q. R. to Q's sq.	32. R. takes R. (ch.)**
33. Q. takes R.	33. Q. takes P. (ch.)

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* Threatening Q Kt. to Q. B's 4th. He would gain nothing by capturing the K. Kt's Pawn.

† This is poor work for a player of Mr. Anderssen's former force.

‡ White has so fine a position, and his antagonist so helpless a one, that these Pawns can be thrown to the front with impunity.

§ A fine conception, but the success of which depended on White's playing badly; had he been so accommodating as to take the Kt. at once, Mr. Anderssen would have won a Piece in return, and have improved his position; but this was expecting too much from a player of Morphy's exactitude, and in a Match game.

‖ White plays the defence so skilfully after winning the Piece, that he soon wrests the attack into his own hands.

¶ 29. Q B to K. B's 4th would apparently have won the game much more expeditiously.

** Was this compulsory? Why not have played Q. R to K. Kt's sq.? That would, at least, have kept White uncomfortable for some time longer.

31. Q. to Q's 3rd.	31. Q. takes Q. R's P.
35. R. to K. Kt's 3rd.	35. Q to Q. B's 6th.
36. Q. takes Q.	36. R. takes Q.
37. R. to K. Kt's 6th.	37. R. to Q. B's 3rd.
38. P. to Q. B's 4th.	38. P. to Q. R's 1th.
39. K. to K's 2nd.	39. R. takes P.
40. R. takes P.	40. R. to Q. B's 7th (ch.)
41. K. to B's 3rd.	41. P. to Q. R's 5th.
42. R. to K. Kt's 6th.	42. R. to Q. B's 5th.
43. R. to K. Kt's sq.	43. P to Q. R's 6th.
44. P. to K's 6th.	44. P. to Q. R's 7th.
45. R. to Q. R's sq.	45. R. to K's 5th.
46. R. takes P.	46. R. takes P.
47. K. to K. B's 4th.	47. R. to Q's 3rd.*
48. K. takes P.	48. R. to Q's 4th (ch.)
49. K. to Kt's 4th.	49. P to Q. Kt's 4th.
50. R. to R's 8th (ch.)	50. K. to R's 2nd.
51. R. to R's 7th.	51. R. to Q's 2nd.
52. R. to K. Kt's 3rd.	52. R. to K. Kt's 2nd. (ch.)
53. K. to R's 4th.	

And White wins.

GAME SIXTH.

IRREGULAR OPENING.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P. to Q. R's 3rd.†	1. P. to K's 4th.
2. P. to Q. B's 4th.	2. Kt. to K. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to Q's 4th.
4. P. takes P.	4. Kt. takes P.
5. P. to K's 3rd.‡	5. Q. B. to K's 3rd.
6. Kt. to K. B's 3rd.	6. K. B. to Q's 3rd.
7. K. B. to K's 2nd.	7. Castles.
8. P. to Q's 4th.§	8. Kt. takes Kt.

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* This termination is extremely well played on both sides.

† The intention of this move, besides that of throwing White on his own invention, was probably to bring about a position in the Sicilian opening, with the advantage for Black of having his Q. R's Pawn advanced, so as to prevent the dangerous on-coming of White's Q's Knight.

‡ Black is now in the situation of second player when the Sicilian game is adopted, but having moreover his Pawn at Q. R's 3rd; this method of beginning the game is therefore by no means to be despised.

§ In a subsequent game at the same opening, (Game X.) Black Castled at this juncture; which is, perhaps, his best course.

9. P. takes Kt.	9. P. to K's 5th.*
10. Kt. to Q's 2nd.	10. P. to K. B's 4th.†
11. P. to K. B's 4th.	11. P. to K. Kt's 4th.†
12. K. B. to Q. B's 4th.§	12. B. takes B.
13. Kt. takes B.	13. P. takes P.
14. P. takes P.	14. Q. to K's sq.
15. Castles.	15. Q. to Q. B's 3rd.
16. Q. to Q. Kt's 3rd.	16. Q. to Q's 4th.
17. Q. R. to Kt's sq.	17. P. to Q. Kt's 3rd.
18. Q. to Q. R's 2nd.	18. P. to Q. B's 3rd.‖
19. Q. to K's 2nd.	19. Kt. to Q's 2nd.
20. Kt. to K's 3rd.	20. Q. to K's 3rd.
21. P. to Q. B's 4th.	21. Kt. to K. B's 3rd.
22. Q. R. to Q. Kt's 3rd.	22. K. to B's 2nd.¶
23. B. to Q. Kt's 2nd.	23. Q. R. to Q. B's sq.
24. K. to R's sq.	24. K. R. to K. Kt's sq.
25. P. to Q's 5th.	25. P. takes P.
26. P. takes P.	26. Q. to Q's 2nd.**
27. Kt. to Q. B's 4th.	27. K. to K's 2nd.
28. B. takes Kt. (ch.)††	28. K. takes B.

* We doubt the wisdom of playing forward the Pawn, and, from this moment, prefer Black's position.

† The German writer, Langé, remarks that Mr. Lowenthal in saying that White has already "a splendid game," clearly shows his want of judgment of position in games like the present. It is true enough that Mr. Lowenthal is a very poor judge of position, but his public criticisms on the games between Anderssen and Morphy must not be taken as the expression of his genuine opinion. "Let go thy hold," recommends a certain philosophical fool, "when a great wheel runs down a hill, lest it break thy neck with following it; but the great one that goes up the hill, let him draw thee after."

‡ This is described as admirable by certain critics, who affect to fall into fastnesses at the most ordinary move Mr. Morphy makes. In reality it is very bad play, and properly taken advantage of, it would have cost the game.

§ In the tenth game Anderssen plays now, Kt. to Q. B's 4th, the better move, we believe.

‖ Had he attacked the Kt. with Q. Kt's Pawn, Black would have taken the Pawn with Q's Rook, winning it for nothing.

¶ Foreseeing and fearing the attack Black meditates with his Q's Rook and Q's Bishop.

** If 20. Kt. takes Q. P., then Black plays 27. Q. to K. R's 4th (ch.), &c.

†† This blunder is one among many proofs afforded not only by the present contest, but by his games here in '57; that Mr. Anderssen's play is a very different affair to what it was eight or ten years ago. By the obvious move of Q. R. to K. R's 3rd, he could have obtained an easy winning attack: for suppose, 28. Q. R. to K. R's 3rd, K. R. to K. Kt's 2nd, (If 28. K. R. to Kt's 3rd

29. Q. to Q. Kt's 2nd (ch).*	29. K. to K. B's 2nd.
30. R. to K. R's 3rd.	30. K. R. to K. Kt's 2nd.
31. Q. to Q's 4th.	31. K. to Kt's sq.
32. Q. R. to R's 6th.†	32. B. to K. B's sq.
33. P. to Q's 6th.	33. R. to K. B's 2nd.
34. Q. R. to K. R's 3rd.‡	34. Q. to Q. R's 5th.
35. K. R. to Q. B's sq.	35. Q. R. to Q. B's 4th.
36. Q. R. to K. Kt's 3rd (ch.)	36. B. to K. Kt's 2nd.
37. P. to K. R's 3rd.	37. K. to R's sq.
38. R. takes B.	38. R. takes R.
39. R. to Q. B's 3rd.	39. P. to K's 6th.§
40. R. takes P.	40. R. takes Kt.
41. Q. to K. B's 6th.	41. R. to Q. B's 6th (ch.)
42. K. to R's 2nd.	42. Q. takes K. B's P. (ch.)

And Black resigns.

GAME SEVENTH.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3 Kt. to Q. B's 3rd.	3. Q. to Q. R's 4th.‖
4. P. to Q's 4th.	4. P. to K's 4th.
5. P. takes P.	5. Q. takes P (ch.)
6. K. B. to K's 2nd.	6 K. B. to Q. Kt's 5th.¶

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20. Kt. to K's 6th, &c.) 29. R. takes Kt. (ch.), K. takes B. 30. Q. R. to K. R's 6th (ch.), K. R. to Kt's 3rd

31, Q. to Q Kt's 2nd (ch.), and White must lose his Queen. If instead of 30. K. R. to Kt's 3rd, he play 30. K. to K's 2nd, then 31. Kt. takes B., &c. gaining a clear piece and an irresistible position.

* Even now, 29. Q. R. to K. R's 3rd, would have given Black a decisive superiority.

† Another ill-judged *coup*.

‡ If 34. Kt. to K's 5th, then 34. Q. to Q. Kt's 4th, &c.

§ Ingenious: but so powerful is Black's position, after all his errors, that he might now have drawn the game, at least, by 40. Q. to K. B's 6th.

‖ Perhaps a better move than playing the Queen home again; but the defence of 1. P. to Q's 4th, is objectionable, however conducted.

¶ In Mr. Lange's observations on the present game, he remarks, "Black strives with masterly energy to relieve himself from the disadvantage entailed by the opening he has chosen," which, considering the very ordinary moves really made, savours a little too much of the hyperbolical tone adopted by Mr. Morphy's adulators in England.

7.	Kt. to K. B's 3rd.	7.	B. takes Kt. (ch.)
8.	P. takes B.	8.	Q. takes Q. B's P. (ch.)
9.	Q. B. to Q's 2nd.	9.	Q. to Q. B's 4th.
10.	Q. R. to Q. Kt's sq.	10.	Kt. to Q. B's 3rd.
11.	Castles.	11.	Kt. to K. B's 3rd.
12.	Q. B. to K. B's 4th.	12.	Castles.
13.	Q. B. takes Q. B's P.	13.	Q. Kt. to Q's 5th.
14.	Q. takes Kt.	14.	Q. takes B.
15.	B. to Q's 3rd.	15.	B. to K. Kt's 5th.
16.	Kt. to K. Kt's 5th.	16.	K. R. to Q's sq.
17.	Q. to Q. Kt's 4th	17.	B. to B's sq.†
18.	K. R. to K's sq.	18.	P. to Q. R's 4th.
19.	Q. to K's 7th.	19.	Q. takes Q.
20.	R. takes Q.	20.	Kt. to Q's 4th.
21.	B. takes K. R's P. (ch.)	21.	K. to R's sq.
22.	R. takes K. B's P.‡	22.	Kt. to Q. B's 6th.
23.	Q. R. to K's sq.	23.	Kt. takes Q. R's P.
24.	K. R. to K. B's 4th	24.	Q. R. to Q. R's 3rd
25.	B. to Q's 3rd.		

And Black resigns.

GAME EIGHTH.

IRREGULAR OPENING.

	BLACK. (Mr. A.)		WHITE. (Mr. M.)
1.	P. to Q. R's 3rd.	1.	P. to K's 4th.
2.	P. to Q. B's 4th.	2.	Kt. to K. B's 3rd.
3.	Kt. to Q. B's 3rd.	3.	P. to Q's 4th.
4.	P. takes P.	4.	Kt. takes P.
5.	P. to K's 3rd.	5.	Q. B. to K's 3rd.
6.	Kt. to K. B's 3rd.	6.	B. to Q's 3rd.
7.	B. to K's 2nd.	7.	Castles.
8.	P. to Q's 4th.§	8.	Kt. takes Kt.
9.	P. takes Kt.	9.	P. to K's 5th.
10.	Kt. to Q's 2nd.	10.	P. to K. B's 4th.
11.	P. to K. B's 4th.‖	11.	Q. to K. R's 5th (ch.)
12.	P. to K. Kt's 3rd.	12.	Q. to K. R's 6th.
13.	B. to K. B's sq.	13.	Q. to K. R's 3rd.

* He should have played P. to K. R's 3rd; this turns out a lost move.

† A fatal necessity.

‡ White has now the ball at his foot, and he maintains his superiority unflinchingly.

§ At this stage, Black would have done better had he Castled.

‖ Here, also, Castling would have been more prudent.

14. P. to Q. B's 4th.*	14. P. to Q. B's 3rd,
15. P. to Q. B's 5th.†	15. B. to Q. B's 2nd.
16. B. to Q. B's 4th.‡	16. Kt. to Q's 2nd,
17. Castles.	17. P. to Q. Kt's 4th.
18. P. takes P. (*en pass.*)	18. P. takes P.
19. Q. to Q. Kt's 3rd.	19. K. R. to K's sq.
20. B. to Q. Kt's 2nd.	20. P. to Q. Kt's 4th.
21. B. *takes B (ch.)*	21. Q. *takes* B.
22. Q. to Q. B's 2nd.	22. Q. to Q's 4th.
23. K. R to Q. B's sq.	23. R. to Q. R's 3rd.
24. P. to Q. R's 4th.‡	24. K. R. to Q. R's sq.
25. P. takes P.	25. Q. takes Kt's P.
26. Q. to Q. B's 4th (ch.)	26. Q. takes Q.
27. Kt. takes Q.	27. R. takes R.
28. B. takes R.	28. Kt. to K. B's 3rd.
29. B. to Q. B's 3rd	29. R. to Q. R's 7th.
30. B. to Q's 2nd.	30. Kt. to Q's 4th.
31. K. to B's sq.	31. B. to Q's sq.
32. K. *to K's sq.*	32. B. to K's 2nd.
33. R. to Q. Kt's sq.	33. P. to K. R's 3rd.
34. Kt. to K's 5th.	34. P. to Q. B's 4th.§
35. P. takes P.	35. B. takes P.
36. R. to Q. Kt's 5th.	36. Kt. takes K's P.
37. R. takes B.	37. Kt. to Kt's 7th (ch.)
38. K. to K's 2nd.	38. P. to K's 6th.
39. Kt. to K. B's 3rd.	39. P. to K. Kt's 3rd.
40. R. to Q's 5th.	40. K. to B's 2nd.
41. R. to Q's 6th.	41. K. to Kt's 2nd.
42. P. to K. R's 4th.	42. P. takes B.
43. R. takes Q's P.	43. R. to Q. B's 5th.
44. K. to B's 2nd.	44. Kt. takes K. B's P.
45. P. takes Kt.	45. R. takes P.
46. R. to Q's 4th.	46. R. takes R.
47. Kt. *takes* R.	47. K. *to B's 3rd.*
48. K. to K's 3rd.	48. P. to K. Kt's 4th.
49. P. to R's 5th.	49. K. to K's 4th.
50. Kt. to K. B's 3rd (ch.)	50. K. to B's 3rd.

And, after a few more moves, the Game was abandoned as drawn.

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14. Kt. to Q. B's 4th seems preferable.

† The advance of this Pawn by no means adds to the strength of Black's game.

‡ This would have been more effective a move earlier.

§ The termination is played with remarkable ability on both sides.

GAME NINTH.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. Kt. takes P	4. P. to K's 3rd.
5. Kt. to Q. Kt's 5th.*	5. P. to Q's 3rd.
6. Q. B. to K. B's 4th.	6. P. to K's 4th.
7. B. to K's 3rd.	7. P. to K. B's 4th.
8. Q. Kt. to Q. B's 3rd	8. P. to K. B's 5th.†
9. Kt. to Q's 5th.‖	9. P. takes B.
10. K. Kt. to Q. B's 7th. (ch.)	10. K. to B's 2nd.
11. Q. to K. B's 3rd. (ch.)	11. Kt. to K. B's 3rd.
12. B. to Q. B's 4th.	12. Kt. to Q's 5th.
13. Kt. takes Kt. (dis. ch.)	13. P. to Q's 4th.
14. B. takes Q's P. (ch.)	14. K. to Kt's 3rd.§
15. Q. to K. R's 6th. (ch.)	15. K. takes Kt.
16. P. takes P.	16. Kt. takes Q. B's P. (ch.)
17. K. to K's 2nd.	

And Black resigns.

GAME TENTH.

IRREGULAR OPENING.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P. to Q. R's 3rd.‖	1. P. to K's 4th.
2. P. to Q. B's 4th.	2. Kt. to K. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to Q's 4th

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* Late experience has shown 5. Kt. to Q. Kt's 5th to be dangerous, if not fatal, to the Sicilian defence, as no one knows better than Mr. Anderssen; why then adopt this defence?

† Already Black has a lost game. If instead of this move he had played 8. P. to Q's 3rd, then ensued 9. Q. Kt. to Q's 5th, 10. Q. B. to Q. Kt's 6th, &c.
P. takes K's Kt.

‡ White now finishes off the game with uncommon brilliancy in a very few moves.

§ The only hope was in taking the Bishop with Queen, and that was but a forlorn one.

‖ This and the first game are thought to be the best-played games in the Match. They are, certainly, the only ones in which Mr. Anderssen put forth his ancient strength.

4.	P. takes P.	4.	Kt. takes P.
5.	P. to K's 3rd.	5.	Q. B. to K's 3rd.
6.	Kt. to K. B's 3rd.	6.	B. to Q's 3rd.
7.	B to K's 2nd.	7.	Castles.
8.	Castles.	8.	Kt. takes Kt.*
9.	Kt. P. takes Kt.	9.	P. to K. B's 4th.
10.	P. to Q's 4th.	10.	P. to K's 5th.
11.	Kt. to Q's 2nd.	11.	R. to K. B's 3rd.†
12.	P. to K. B's 4th.	12.	R. to K. R's 3rd.‡
13.	P. to K. Kt's 3rd.	13.	Kt. to Q's 2nd.
14.	Kt. to Q. B's 4th.	14.	B. takes Kt.
15.	B. takes B. (ch.)	15.	K. to R's sq.
16.	R. to Q. R's 2nd.§	16.	Q. to K's 2nd.
17.	P. to Q. R's 4th.	17.	Kt. to K. B's 3rd.
18.	Q. to Q. Kt's 3rd.	18.	P. to Q. B's 3rd.
19.	B. to K's 6th.	19.	R. to K's sq.
20.	B. to Q. B's 4th.‖	20.	Kt. to K. Kt's 5th.
21.	R. to K. Kt's 2nd.	21.	Q. R to Q. Kt's sq.
22.	B. to K's 2nd.	22.	Kt. to K. B's 3rd.
23.	P. to Q. B's 4th	23.	P. to Q. Kt's 3rd.
24.	B. to Q. Kt's 2nd.	24.	Q. to K. B's 2nd.
25.	Q. to Q. B's 2nd.	25.	B. to K's 2nd.
26.	B. to Q. B's 3rd.	26.	Q. R. to K. Kt's sq.
27.	P. to Q. R's 5th.	27.	B. to Q's 3rd.
28.	P. takes P.	28.	P. takes P.
29.	R to Q. R's sq.	29.	P. to K. Kt's 4th
30.	P. takes P.	30.	Q. R. takes P.
31.	R. to Q. R's 8th (ch.)¶	31.	R. to K. Kt's sq.
32.	Q. to Q. R's 4th.	32.	R. takes R.

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* 8. P. to Q B's 4th, and 9. Kt to B. Q's 3rd, are assuredly preferable to the line of play adopted.

† Premature.

‡ This attack is a mere *brutum fulmen*; showy, but useless.

§ One of the evil consequences for White of his exchanging Kts. at the 8th move, is this of enabling his opponent to bring the Q's Rook so well and speedily into action.

‖ Curiously enough, if Black had taken the K. B's Pawn, he would have lost his Bishop.

¶ Here I conceive Mr. Anderssen hardly made the most of his position. His proper course, it appears to me, was to play as follows:—31. P to Q B's 5th, P. takes P. 32. P takes P. R takes Q B's P. (If he retire the Bishop, he must have a very bad game) 33. R to Q R's 8th (ch.) B to K. B's sq. (If 33. R to K Kt's sq; 34. R. to Q B's 8th, B takes P. (ch.) 35. K. to R's sq. and wins) 35. R to Q B's 8th, Q to K's 2nd, 36. Q. to Q Kt's 2nd, followed by 37. Q to Q's 2nd, and the attack must prove irresistible.

33 Q. takes R. (ch)	33. Q. to K's sq.
34. Q. takes Q. (ch.) *	34. Kt. takes Q.
35. P. to Q. B's 5th.	35. B to Q. B's 2nd.
36. B. to Q. B's 4th.†	36. K. to Kt's 2nd.
37. P. takes P.	37. B. takes Q. Kt's P.
38 R. to Q. Kt's 2nd.	38. B. to Q B's 2nd.
39. R to Q Kt's 7th.	39. K. to B's 3rd.
40. B. to Q. Kt's 4th.	40. R to K. Kt's 3rd.
41. B. to K. B's 8th.	41. P. to K. R's 4th.
42. K. to B's 2nd.	42. P to K. R's 5th. ‡
43. P. takes P.	43. R. to K. Kt's 5th.
44. P. to K. R's 5th.	44. R. to K. R's 6th.
45. P. to K. R's 6th.	45. R. takes P. at K. R's 2nd (ch.)
46. K. to Kt's sq.	46. R. to K. R's 6th.
47. B. to K. B's sq.	47. R. to Kt's 6th (ch.)§
48. K. to B's 2nd.	48. R. to K. Kt's 5th.
49. B. to Q. B's 4th.	49. R to K. R's 5th.
50. B. to K. Kt's 8th.	50. B. to Q's 3rd.
51. B. takes B.	51. Kt. takes B.
52. R. to Q's 7th.	52. Kt. to K's sq
53. P. to K. R's 7th	53. K. to Kt's 4th.
54. R. to K's 7th.	54. Kt to Q's 3rd.
55 R. to K's 6th.	55. Kt. to Q B's 5th.
56. R. takes Q. B's P.	56. Kt. to Q's 7th.
57. K. to K's 2nd	57. R. to K. R's 7th (ch.)
58. K. to Q's sq.	58. Kt to K. B's 6th.
59. R. to Q B's 7th.	59. K. to Kt's 3rd.
60. P. to Q's 6th.	60. P. to K. B's 6th.
61 P. takes P.	61. P. to K's 6th.
62. R. to K's 7th.	62. P. to K's 7th (ch.)
63 R. takes P.	63. R. to R's 8th (ch.)
64. K. to Q. B's 2nd.	64. Kt. to Q's 6th (ch.)
65. K. to Q's 2nd.	65. Kt. takes R.
66. K. takes Kt.	66. K. to Kt's 2nd.

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* 31. Q. to Q B's sq., or 31. Q. to Q Kt's 7th, would have been much stronger.

† Again, I think, Black omits to make the most of his fine situation, he ought here to have played 36 R to K B's 2nd If White moved 36. Kt to Kt's 2nd then followed 37. P. to Q's 5th, &c. If 36. Kt. to B's 3rd, again ensued 37. P. to Q's 5th, &c. And if 36. K to Kt's sq., then 37. R. to Q B's 8th (ch.), 38. R takes P. (ch.), &c.
K. to B's sq.

‡ I should have preferred 12. R to K. Kt's 5th,

§ Had he taken the K's Pawn, Black would have Queened his K. R's Pawn without impediment.

‖ Mr. Morphy's play throughout this long and trying defence is in the highest degree commendable.

67. K. to K's 3rd.	67. R to K's 8th (ch.)
68. K. to Q's 4th.	68. R. to K. B's 8th.
69. K. to K's 5th.	69. R. to K's 8th (ch.)
70. K. to K. B's 6th.	70. R. to Q's 8th.
71. B. to K's 6th.*	71. R. to Q's 6th.
72. K to K's 5th.	72. R. to Q's 8th.
73. P. to K. B's 6th.	73. R. to K. R's 8th.
74. P. to B's 6th (ch.)	74. K. takes R's P.
75. K. to Q's 6th.	75. R. to Q. R's 8th.
76. K. to K's 7th.	76. R. to Q. R's 2nd (ch)
77. B. to Q's 7th.	

White resigns.

GAME ELEVENTH.

FRENCH OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to K. Kt's 3rd.
3. K. B. to Q's 3rd.	3. B. to K Kt's 2nd.
4. Q. B. to K's 3rd.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. P. takes Q's P.
6. P. takes P.	6. Kt. to Q. B's 3rd.
7. K. Kt to K's 2nd.	7. K. Kt. to K's 2nd.
8. Castles.	8. Castles
9. Q. Kt. to Q. B's 3rd.	9. P. to Q's 4th.
10. P. to K's 5th.	10. P to K. B's 3rd.
11. P. to K. B's 4th.	11. P. takes K's P.
12. K. B. P. takes P.	12. P. to Q. R's 3rd.
13. Q. to Q's 2nd.	13. Kt. to Q. Kt's 5th.
14. Q. B. to K. Kt's 6th.	14. Kt takes B.
15. Q. takes Kt.	15. Q. B. to Q's 2nd.
16. Q. to K. R's 3rd.	16. Q. to K's sq.
17. Kt. to K. Kt's 3rd.	17. R. to Q. B's sq.
18. R. takes R. (ch.)	18. Q. takes R
19. R. to K. B's sq.	19. Q. to K's sq.
20. Q. to R's 4th.	20. Kt. to K. B's 4th.†
21. Kt. takes Kt.	21. K. Kt. P. takes Kt.
22. R to K. B's 3rd.	22. B. to Q. Kt's 4th.
23. R. to K. Kt's 3rd.	23. R. to Q B's 2nd.
24. B. to K. B's 6th.	24. P. to K. B's 5th.

* Finely played. If K. takes P., then K. to B's 6th, and one of the Pawns must "Queen."

† Very injudicious, since it affords White an opportunity of bringing his K's Kt. and Q's Bishop into active play immediately.

25. Q. takes K. B's P.	25. Q. to K. B's sq.
26. Kt. takes B.	26. P. takes Kt.
27. Q. to K. R's 6th.	27. K. to R's sq.
28. R. takes B.	28. R. takes R.
29. K. to K. B's 2nd.	29. K. to K. Kt's sq.
30. Q. takes R. (ch.)	30. Q takes Q.
31. B. takes Q.	31. K. takes B.
32. P. to K. Kt's 4th.	32. P. to Q. Kt's 5th.
33. P. to K. R's 4th.	33. P. to Q. Kt's 4th.
34. K. to K's 3rd.	34. P. to Q. Kt's 6th.
35. P. to Q. R's 3rd.*	

And Black resigned the game and match.

If he had taken the Pawn, Black would have moved P to Q. Kt's 6th, and possibly have made a drawn battle.

The German report of the above contest, written by Mr. Lange, the friend and coadjutor of Mr. Andersson, has some interesting remarks at the conclusion. Among other things, in reply to the statement of a person calling himself "Mr. Morphy's Secretary" † who, in a contemptible publication recently issued, has attributed to Mr. Andersson the most fulsome laudation of the victor, it is observed:—"The Match with the American began on Monday, December 20, and was continued without intermission. In addition to the set games, the combatants enjoyed a few off-hand encounters, to which Andersson attached no importance whatever. They were played merely as pastime, while the arrangements for the Match were completing. Subsequently, great emphasis was laid upon these games by French and English writers; and the most innocent expressions of Andersson were seized hold of and distorted into a meaning quite opposed to the intention of the speaker. For example, at dinner, before playing the final game, Mr. Andersson chanced to say, in a jocular and good-humoured spirit, 'I am glad, at' all events, to have two sheep in safety;' and this was tortured into, 'It is a rare fortune for any player to win one or two games of Morphy.' Again, he happened to make some ordinary observation on the great correctness of Morphy's play, to the effect that he seldom or never made an error, and straightway he was reported to have declared that, 'Morphy makes not only the best, but the very best move. No living player has a chance in play against him; it is uncertainty struggling against certainty.'" Mr. Lange then goes on to say, "We shall add here a few expressions of Anderssen's, which we can guarantee to be authentic. He was asked if the American was superior in coolness and self-possession, and if his play in general struck him as better than his own. The first part of the question was not strictly answered, for he merely replied to it:—'I cannot say I think so.'

in my own opinion I was perfectly collected, but I still overlooked the most obvious moves.' The second part of the enquiry was answered unreservedly; 'I never, even in my dreams, believed Morphy my superior in play; but it is impossible to keep one's excellence in a glass case, like a jewel, and take it out whenever it is required; on the contrary, it can be conserved only by constant practice and with good players.' He was asked if there were any disturbing influences of an external kind which militated against him, and how the spectators behaved. He did not hesitate to say that unaccustomed noises in the hotel where he resided, occasioned him sleepless nights, which by no means contributed to strengthen him for the exhausting labours of the match. As to the lookers-on, those nearest the table, as the proper witnesses and honorary seconds, behaved irreproachably; amongst the other spectators, however, there were unmistakeable, and sometimes very annoying exhibitions of sympathy for his opponent; signs of impatience were chiefly shown when the German took time for reflection; especially conspicuous in this respect was a certain bald-headed Italian, who usually contrived to place himself close to the American. To such influences may be attributed the turn in the sixth game of the match at move twenty-eight. He was asked if he would again contend with Morphy, and how the latter behaved to him. His answer was, that Morphy had distinctly promised to pay a visit to Germany in March; in which case, if he could spend a fortnight in Breslau, there was every probability of a return match being played. Of Morphy's behaviour, it was invariably polite, but more so after his victory, when he manifested his satisfaction by many little attentions. Finally, Mr. Anderssen was asked by the same querist how the American had spoken of his play. To this he replied:—'It was impossible for Morphy to express an opinion on this subject, as I did not go to Paris to get a certificate of ability. Those who surrounded the American, however, seemed to think that they flattered me most when they said, how high an opinion he had of my play, and that he considered me the strongest of all opponents he had met till now. But to be reckoned stronger than a LOWENTHAL, I consider next door to nothing.' "

MATCH BETWEEN MESSRS. MORPHY AND MONGREDIEN.

THIS one-sided affair, the result of which everybody foresaw, came off in Paris only in 1850. No stake, or if any, a very trifling one, was involved. The stipulation was, that the player who first won 7 games should be conqueror, and at the end the score stood:—

Morphy	.. ..	7
Mongredien	.. ..	0
Drawn	... ..	1

GAME FIRST.

DOUBLE GAMBIT.

WHITE. (Mr. Mon.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. Kt's 4th.*	3 B. takes Kt's P.
4. P. to K. B's 4th.	4. P. to Q's 4th †
5. P. takes Q's P.	5. P. to K's 5th.
6. Kt. to K's 2nd.	6. Kt. to K. B's 3rd.
7. P. to Q. B's 3rd.	7. B. to Q. B's 4th.
8. P. to Q's 4th.	8. P. takes P. (*en pas.*)
9. Q. takes P.	9. Castles.
10. B. to Q. R's 3rd.	10. B. takes B.
11. Kt takes B.	11. B. to K. Kt's 5th.
12. Castles	12. B. takes Kt.
13. Q. takes B.	13. Kt. takes P.
14. Q. to K. B's 3rd.	14. P. to Q. B's 3rd.
15. Q. R to Q Kt's sq.	15. Q to K's 2nd.
16. B. takes Kt	16. P. takes B.
17. P. to Q. B's 4th.‡	17. P. takes P.
18. R. takes Q. Kt's P.	18. Kt. to Q's 2nd.
19. K. to R's sq.	19. K. R. to K's sq.
20. Kt. takes P.	20. Q. to K's 3rd.
21. Kt. to K's 5th.	21. Kt. takes Kt.
22. P. takes Kt.	22. R. to K. B's sq.
23. Q. to Q. Kt's 3rd.§	23. Q takes Q.
24. P. takes Q.	24. Q. R. to Kt.
25. R. takes R's P.	25. R. takes P.

Drawn game.

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* A gallant beginning, considering the relative powers of the combatants.

† This defence we owe to the great Labourdonnais.

‡ White certainly plays this game with no inconsiderable skill and spirit; but he is evidently incapable of making any permanent stand upon even terms against a player like the American.

§ The position seems to admit of something more demonstrative than this; but perhaps Mr. Mongredien was right in being satisfied with a drawn battle.

GAME SECOND.

EVANS' GAMBIT.

WHITE. (Mr. Mor.)	BLACK. (Mr. Mon.)
1. P. to K's 4th	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to B's 4th.
6. Castles	6 P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q Kt's 3rd.
9. B. to Q. Kt's 2nd.	9. Kt. to K. B's 3rd.
10. Q. Kt. to Q's 2nd.	10. Castles
11. P. to Q's 5th.	11. Kt. to K's 4th.
12. Kt. takes Kt.	12. P. takes Kt.
13. B. takes P.	13. R to K's sq.
14. B. takes Kt.	14. Q. takes B.
15. K. to R's sq.	15. B to Q. R's 4th.*
16. Q. to Q. R's 4th.	16. P. to Q. Kt's 4th.
17. Q. takes P.	17. Q. B to Q. R's 3rd
18. Q. takes K's B.	18. B. takes B.
19. Kt. takes B.	19. R. takes P.
20. Q. takes B's P.	20. Q. R, to K's sq.
21. Kt. to Q's 6th.	21. Q. takes Q's R.
22. Q. takes K. B's P. (ch.)	

White wins

GAME THIRD.

IRREGULAR OPENING.

WHITE. (Mr. Mon.)	BLACK. (Mr. Mor.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to K. B's 4th.
3. P. to K. B's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to K. B's 3rd.	4. P. to Q Kt's 3rd.
5. P. to Q. R's 3rd.	5. P. to Q. R's 4th.
6. Kt. to Q. B's 3rd.	6. B. to Q. Kt's 2nd.
7. P. to K's 3rd.	7. B. to K's 2nd.
8. B. to K's 2nd.	8. Castles.
9. Castles.	9. P. to K. R's 3rd.
10. P. to Q. Kt's 3rd.	10. P. to Q's 3rd.
11. B. to Q. Kt's 2nd.	11. Q. Kt. to Q's 2nd

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* A slip, which lost the game.

12. R. to Q. B's sq.	12. K. to R's 2nd.
13. B. to Q's 3rd.	13. P. to K. Kt's 3rd.
14. P. to K. R's 3rd.	14. Q. to K's sq.
15. Q. to K's sq.	15. Kt. to K's 5th.
16. B. takes Kt.	16. P. takes B.
17. Kt. to Q's 2nd.	17. Kt. to K. B's 3rd.
18. K. to R's 2nd.*	18. Q. to Q's 2nd.
19. R. to K. Kt's sq.	19. P. to Q's 4th.
20. R. to Q. B's 2nd.†	20. P. to K. Kt's 4th.
21. Kt. to K. B's sq.	21. P. takes K. B's P.
22. P. takes K. B's P.	22. B. to Q's 3rd.
23. P. to K. Kt's 3rd.	23. P. to Q. B's 3rd.
24. Kt. to K's 3rd.	24. R. to K. Kt's sq.
25. Q. R. to K. Kt's 2nd.	25. Q. R. to K B's sq.
26. Kt. to K's 2nd.	26. B. to Q. B's sq.
27. P. to K. Kt's 4th.	27. Q. to Q. B's 2nd.
28. R. to K. B's 2nd.	28. Kt. to K's sq.
29. Q. to K. B's sq.	29. R. to K. B's 2nd.
30. K. to R's sq.	30. K. R. to K. B's sq.
31. Kt. to K. Kt's 2nd.	31. B. to Q. R's 3rd.
32. Q. to Q. B's sq.	32. Q. to K's 2nd.
33. Kt. to K. Kt's 3rd.	33. Kt. to K. Kt's 2nd.
34. R. to K's sq.	34. P. to Q. B's 4th.
35. Kt. to K's 2nd.	35. B. to Q. Kt's 2nd.
36. P. takes Q's P.	36. K. P. takes P.
37. P. to K. B's 5th.	37. Kt. to K's 3rd.
38. K. Kt. to K. B's 4th.	38. Kt. takes Kt.
39. Kt. takes Kt.	39. R. to Q. B's sq.
40. Q. to K's 3rd.	40. P. takes P.
41. B. takes P.	41. B. takes Q. R's P.
42. B. takes Q. Kt's P.‡	42. B. to Q. Kt's 5th.
43. R. to Q's sq.	43. R. to Q. B's 6th.
44. Q. to Q's 4th.	44. Q. to K R's 5th.
45. R. to K. Kt's sq.	45. R. to K. Kt's 2nd.
46. Q. to K's 5th.	46. R. to K's 2nd.
47. Q. to Q's 4th.	47. B. to Q's 3rd.§
48. Q. takes R.	48. P. to Q's 5th.
49. Q. takes Q's P.	49. B. takes Kt.
50. K. to Kt's 2nd.	50. P. to K's 6th (dis. ch.)

And White surrenders.

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18. P to Q's 5th would have afforded White a fine opening presently into the enemy's quarters. The move really made seems to lose an opportunity.

† Again White appears to flitter away his chance, and throw the attack into his opponent's hands.

‡ *Better to have planted the Kt. at K's 6th, and then have pushed on with the K. Kt's Pawn.*

§ The decisive blow.

GAME FOURTH.

TWO KNIGHTS' OPENING.

WHITE. (Mr. Mor.)	BLACK. (Mr. Mon.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to K. Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Kt. to Q. R's 4th.
6. P. to Q's 3rd.*	6. P. to K. R's 3rd.
7. Kt. to K. B's 3rd.	7. Q. B. to K. Kt's 5th.†
8. P. to K. R's 3rd.	8. B. takes Kt.
9. Q. takes B.	9. B. to Q's 3rd.‡
10. B. to Q. Kt's 5th (ch.)	10. P. to Q. B's 3rd.
11. P. takes P.	11. P. takes P.
12. B. takes P. (ch.)	12. Kt. takes B.
13. Q. takes Kt. (ch.)	13. K. to K's 2nd.
14. Kt. to Q. B's 3rd.	14. R. to Q. B's sq.
15. Q. to K. B's 3rd.	15. R. to K's sq.
16. Castles.	16. K to B's sq.
17. B. to Q's 2nd.	17. P. to K. Kt's 4th.§
18. P. to K. R's 4th.	18. Kt. to R's 2nd.
19. Q. to K. B's 5th.	19. K. to Kt's 2nd.
20. P. takes P.	20. P. takes P.
21. P. to K. Kt's 3rd.	21. P. to K. B's 3rd.
22. K. to Kt's 2nd.	22. R to K. R's sq.
23. R. to K R's sq.	23. R. to Q. B's 2nd.
24. R. to K. R's 2nd.	24. Q. to Q. B's sq.
25. Q. takes Q.	25. K. R. takes Q.
26. Q. R. to K R's sq.	26. Kt. to K. B's sq.
27. Kt to Q Kt's 5th.	27. R. to Q's 2nd.
28. Kt. takes B.	28. R. takes Kt.
29. B. to Q. Kt's 4th.	

And Black resigns.

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* The invention of this move has been attributed to Mr. Morphy, but it will be found in the German "Handbuch."

† He should have played 7. P. to K's 6th.

‡ Again, he ought rather to have moved 9. P. to K's 6th.

§ Black's game was difficult to save before; this imprudence renders it hopeless.

GAME FIFTH.

KING'S BISHOP'S GAMBIT.

WHITE. (Mr. Mon.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. P. to Q's 4th.
4. B. takes P.	4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.*	5. Kt. takes B.
6. P. takes Kt.	6. Q. takes P.
7. Q. to K's 2nd (ch.)	7. B. to K's 3rd.
8. B. takes P.	8. Kt. to Q. B's 3rd.
9. Kt. to K. B's 3rd.	9. Castles
10. K. to Q. B's 3rd.	10. B. to Q. Kt's 5th.
11. Castles on K's side.	11. Q to K R's 4th.
12. P. to Q. R's 3rd.†	12. B. to B's 4th (ch)
13. K. to R's sq.	13. B. to K. Kt's 5th.
14. Q. to Q's 2nd.	14. K. R. to K's sq
15 Q. R. to K's sq.	15. B. takes Kt.
16. R. takes B.	16. R takes R (ch.)
17. Q. takes R.	17. Kt. to Q's 5th.
18. R. to K. B's sq.‡	18. Kt. takes P.
19. Q. to Q. B's sq.	19. Kt. to Q's 5th.
20. P. to Q. Kt's 4th §	20. B. to Q's 3rd.
21. B. takes B.	21. R. takes B.
22. Q. to K's 3rd.	22. Kt to B's 4th.
23. Q to B's 3rd.	23. Q. takes Q.
24. R takes Q.	24. R. to Q. B's 3rd.
25. Kt. to K's 2nd.	25. Kt. to Q's 5th.

And wins.

Not so serviceable as 5. Kt to Q B's 3rd, or 5. Kt. to K B's 3rd.

† A lost move: he should have played his Q's Kt. over to K's 4th.

‡ He might have moved 18. R to K B's 3rd, and still made a fight.

§ Another lost move! Strange that a player so experienced as Mr. Moncrieffen, should so little estimate the importance of *time* in a Chess battle. *It, instead of this useless attack with the Pawn, he had taken the Q. B's* Pawn with Bishop, he might have made an equal game even yet:—20. B takes Q B's P, 21. Kt. to K's 4th, 22. P. to Q Kt's 4th, 23. Q. to Q B's 4th, and
K takes B. P. to Q. Kt's 3rd Kt. to K's 7th
Black has no superiority.

GAME SIXTH.

IRREGULAR OPENING.

WHITE. (Mr. Mor.)	BLACK. (Mr. Mon.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd	2. P. to Q's 4th.
3. P. takes P.	3. P. to K's 5th.
4. Q. to K's 2nd.	4. Q. to K's 2nd.
5. Kt. to Q's 4th.	5. Q. to K's 4th.
6. Kt. to Q. Kt's 5th.	6. B. to Q's 3rd.
7. P. to Q's 4th.	7. Q. to K's 2nd.
8. P. to Q. B's 4th.	8. B. to Kt's 5th (ch.)
9. B to Q's 2nd.	9. B. takes B. (ch.)
10. Kt takes B.	10. P. to Q R's 3rd.
11. Kt. to Q. B's 3rd.	11. P. to K. B's 4th.
12. Castles	12. Kt. to K. B's 3rd.
13. R. to K's sq.	13. Castles.
14. P. to K. B's 3rd.	14. P. to Q. Kt's 4th.
15. P. takes K's P.	15 P takes K's P.
16 Q. Kt. takes K's P.	16. P. takes P.
17. Q. takes P.	17. K. to R's sq.
18. B. to Q s 3rd.	18 B. to Q Kt's 2nd
19. Kt. takes Kt.	19. Q. takes Kt.
20. K. R to B's sq.	20. Q. to Q's sq.
21 R. takes R (ch.)	21. Q. takes R.
22 Q. to Q. Kt's 4th.*	

And wins.

GAME SEVENTH.

EVANS'S GAMBIT.

WHITE. (Mr. Mon.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to R's 4th.
6. Castles.†	6. Kt. to K. B's 3rd.
7. P. to Q's 4th.	7. Castles.
8. P. to Q's 5th.	8. Kt. to K's 2nd
9. Q. to Q's 3rd.	9. P. to Q's 3rd.

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* Conclusive; winning a clear Piece, or giving Mate, as Black may choose.

† The favourite, and perhaps the best move is, 6. P. to Q's 4th.

10. P. to K. R's 3rd.*	10. Q. Kt to K. Kt's 3rd.
11. Kt. to K. R's 2nd.	11. K. Kt. to K R's 4th.
12. B. to Q Kt's 3rd.†	12. K. Kt. to K. B's 5th.
13. B takes Kt	13. Kt. takes B.
14. Q. to K. B's 3rd.	14. P. to K. B's 4th.
15. P takes P.	15. Q. B. takes P
16. P. to K. Kt's 4th.	16. B. to Q's 6th.
17. Q. to K's 3rd.	17. B. to Q. Kt's 3rd.
18. Q. to Q's 2nd.	18. Q. to K. R's 5th.

And wins.

GAME EIGHTH.

PHILIDOR'S DEFENCE.

WHITE. (Mr. Mor.)	BLACK. (Mr. Mon.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P takes P.
4. Q. takes P.	4. P to Q. R's 3rd.‡
5. B. to K. Kt's 5th.	5 P to K. B's 3rd.
6. B. to K's 3rd.	6. B. to K's 3rd.
7. Kt. to Q B's 3rd.	7. Kt to K's 2nd.
8. B. to K's 2nd.	8. K. Kt. to Q B's 3rd.§
9. Q. to Q's 2nd	9. B. to K's 2nd.
10. Castles on K's side.	10. Castles.
11. Q. R. to Q's sq.	11 Q. Kt. to Q's 2nd.
12. K. Kt. to Q's 4th.	12 Kt. takes Kt
13. B takes Kt.	13. P. to K. B's 4th.
14. P. takes P.	14. Q. B. takes B's P.
15. B. to Q. B's 4th (ch.)	15. K. to R's sq.
16. Kt. to Q's 6th.	16. Kt to K. B's 3rd.
17. Kt. takes K's B.	17. Q. takes Kt
18. K. R. to K's sq.	18. Q. to Q's 2nd.
19. Q. to K. Kt's 5th.	19 P. to K. R's 3rd.
20 Q. to R's 4th.	20. Q. R. to K's sq.
21. P. to Q. B's 3rd.	21. R. to K's 5th ‖

---

* Why this? It advances the attack no jot, and is not required for defence.

† Equally puzzling as move 10, and more disastrous.

‡ The same end, that of preventing the move of K. B to Q. Kt's 5th, is answered by 4. P to Q's 2nd, with the advantage of bringing a Piece into the field.

§ Why not have played the other Kt. to this square?

‖ This is an oversight, and loses the game at once.

22. R. takes R	22. Kt. takes R.
23. Q. takes P. (ch.)	23. B. to R's 2nd.
24. R. to K's sq.	24. P. to Q. B's 4th.
25. R takes Kt.	25. P. takes B.
26 Q. to R's 5th.	26. P. to K. Kt's 3rd.
27. Q. to R's 6th.	27. R. to K's sq.
28. Q. to K. B's 4th.	28. K. to Kt's 2nd.
29. R. takes R.	29. Q. takes R.
30. Q. takes P. (ch.)	

Winning the game and match.

CHAPTER II.

BLINDFOLD GAMES

BLINDFOLD SETTING, AT NEW ORLEANS.

THE following are five out of six games played by Mr. Morphy simultaneously, and without a chess-board, against six Amateurs of the United States, in the Spring of 1858.

BOARD No. I.

MR. MORPHY AND AN AMATEUR.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K B's 3rd.	2. K. to Q. B's 3rd.
3. B. to Q. B's 4th.	3 B. to Q B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Q. to Q. Kt's 3rd.	8. Q. to K. B's 3rd.
9. P. to K's 5th.	9. P. takes K's P.
10. R. to K's sq.	10. K. Kt. to K's 2nd.
11. B to K. Kt's 5th.	11. Q. to K. Kt's 3rd.
12. B. takes Kt.	12 Kt. takes B.
13. Kt. takes K's P *	13. Q. to Q. Kt's 3rd.
14. B. to Q. Kt's 5th (ch.)	14. P. to Q. B's 3rd.
15. Q. takes K. B's P. (ch.)	15. K. to Q's sq.
16. Kt. takes P. (ch.)	16. Kt. takes Kt.

* White might have won a Piece now :— 13. $\frac{\text{Q. to Q R's 6th (ch.)}}{\text{Kt. to Q B's 3rd}}$, 14. $\frac{\text{Kt takes K. P.}}{\text{Q. moves.}}$, 15 Kt takes Kt., &c., but the move in the text is equally effective.

17. B takes Kt.	17. Q. to Q. B's 4th.
18. P. takes P.	18. Q. to Q's 3rd.
19. Q. takes K. Kt's P.	19. B. takes R.
20. Q. takes R. (ch.)	20. K. to Q. B's 2nd.
21. Q. takes K. R's P. (ch.)	21. B. to Q's 2nd.
22. B. takes B.	22. Q. takes Q's P.
23. B to Q. Kt's 5th (dis. ch)	23. K. to Kt's 3rd.
24 Kt. to Q. B's 3rd.	24. B. takes Kt.
25. R. to Q. Kt's sq.	25. R. to Q's sq.
26. B. to Q. R's 6th (dis. ch.)	26. K. to R's 4th.

And White announced mate in three moves.

BOARD No. II.

Mr. Morphy and an Amateur.

Evans's Gambit.

White. (Mr M.)	Black. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. takes P.
8. B. to Q. R's 3rd.*	8. P. to Q's 3rd.
9. Q. to Q. Kt's 3rd.	9. Kt. to K. R's 3rd.
10. Q. Kt. takes P.	10. B. takes Kt.
11. Q. takes B.	11. Castles.
12. Q. R. to Q's sq.	12. Kt. to K. Kt's 5th.
13. P. to K. R's 3rd.	13. K. Kt. to K's 4th.
14. Kt. takes kt.	14. Kt. takes Kt.
15.*B. to K's 2nd	15. P. to K. B's 4th.
16. P. to K. B's 4th.	16. Kt. to Q. B's 3rd.
17. B, to Q. B's 4th (ch.)	17. K. to R's sq.
18. B, to Q. Kt's 2nd.	18. Q. to K's 2nd.
19. Q. R. to K's sq.	19. R. to K. B's 3rd.
20. P, takes P,	20. Q. to K. B's sq.
21. R. to R's 8th.	21. Q. takes R.
22. Q. takes R.	22. Q. to K's 2nd.

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* Whenever the defending player has the tomority, as in this instance, to capture the second Pawn, Q. B. to Q. R's 3rd becomes a very telling move.

† Mr. Morphy's terminating moves in this brilliant little game are charming, and would do credit to the finest player, even with the board before him.

23. Q. takes P. (ch.)	23. Q. takes Q.
24. P. to B's 6th.	24. Q. takes K. Kt's P. (ch.)*
25. K. takes Q.	25. B. takes P. (ch.)
26. K. takes B	26. P. to K. R's 4th.
27. R. to K. Kt's sq.	

And wins.

BOARD No. III.

Mr. Morphy and an Amateur.

Evans's Gambit.

White. (Mr. M.)	Black. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. Kt. to Q. B's 3rd.	9. Kt. to Q. R's 4th.
10. Kt. to K. Kt's 5th.	10. Kt. takes B.
11. Q. to Q. R's 4th (ch.)	11. P. to Q. B's 3rd.
12. Q. takes Kt.	12. Kt. to K. R's 3rd.
13. K. to R's sq.	13. Castles.
14. P. to B's 4th.	14. K. to R's sq.
15. P. to B's 5th.	15. P. to K. B's 3rd
16. Kt. to K's 6th.	16. B. takes Kt.†
17. P. takes B.	17. Q. to K's 2nd.‡
18. B. takes Kt.	18. P. takes B.
19. R. to K. B's 3rd.	19. R. to K. Kt's sq.
20. Q. R. to K. B's sq.	20. R. to K. Kt's 3rd.
21. Kt. to K's 2nd.	21. Q. R. to K. B's sq.
22. Kt. to K. B's 1th.	22. R. to Kt's 4th.
23. P. to Q's 5th.	23. P. to Q. B's 4th.
24. Q. to Q. B's 3rd.	24. B. to Q's sq.
25. Kt. to K's 2nd.	25. Q. to K. Kt's 2nd.

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* He can do no better.

† By playing 16. P. to Q's 4th, he might now have discomposed White's centre and freed his own pieces; by moving 16. P. to K. B's 3rd. he enfeebled his own position and greatly strengthened his adversary's.

‡ 17. P. to Q's 4th would have been of no avail; *ex. gr.*—17. P. to Q's 4th 18. $\frac{\text{P. takes P}}{\text{P. takes P}}$ 19. $\frac{\text{Q. takes P.}}{\text{B. takes Q's P.}}$ (*best*) 20. $\frac{\text{P. to K's 7th.}}{\text{Q. takes Q.}}$ 21. Kt takes Q. and wins.

26. Kt. to K. Kt's 3rd.
27. R takes P.*
28. R. takes B.
29. Q. takes R. (ch.)
30. Q. to Q's 8th (ch.)
31. P. to K's 7th.
32. Kt. to K. R's 5th.

26. Q. to Q. B's 2nd.
27. B. takes R.
28. R. takes R.
29. Q. to K. Kt's 2nd.†
30. Q. to K. Kt's sq.
31. R. to K's 1th.

And White wins.

BOARD No. IV.

Mr. Morphy and an Amateur.

KING'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr —.)
1. P. to K's 4th.	1. P. to K's 4th.
2 P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to Q B's 3rd.‡
4 Kt. to Q B's 3rd.	4. B. to Q. Kt's 5th.
5. B. to Q. B's 4th.	5. B. takes Kt.
6. Q P. takes B.	6. Kt. to K's 2nd.
7. Q. to Q's 6th.	7. Castles.
8. Q. B. takes P.	8. Kt. to K. Kt's 3rd.
9. B. to K Kt's 5th.	9. Q. to K's sq.
10. Castles on K's side.	10. K. to R's sq.
11. Q. R. to K's sq.	11. P. to K. B's 3rd.
12. P. to K's 5th.	12. P. to K. B's 4th.§
13. Kt to Q's 4th.	13. P. to K B's 5th
14. P. to K's 6th.	14. P. takes P.
15. Kt. takes P.	15. B. takes Kt.
16. R. takes B.	16. Q to Q. B's sq.
17. R. takes Kt.	17. P. takes R.
18. Q. takes Kt's P.	18. Q. to K. B's 4th.
19. R. takes B's P.	19. Q. takes Q.
20. R. takes R. (ch.)	20. K. to R's 2nd.
21. B. to Kt's 8th (ch)	21. K. to R's sq.
22. B. to B's 7th (dis. ch.)	22. K. to R's 2nd
23. B. takes Q. (ch.)	

And Black surrendered.

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* Ingeniously conceived all this.

† If 29. $\frac{\text{R. to K. Kt's 2nd,}}{}$ then ensued, 30. $\frac{\text{Q. to K B's 8th (ch),}}{\text{R. to K Kt's sq.}}$ 31. $\frac{\text{P. to K's 7th}}{\text{Q. to Q. B's sq}}$,
32. $\frac{\text{Q to K B's 6th (ch),}}{\text{R. to K. Kt's 2nd.}}$ 33. $\frac{\text{Kt. to K. B's 8th}}{}$, and Black has no resource.

‡ This is not a promising defence; it was adopted possibly with the notion of perplexing the sightless opponent.

§ The capture of either the Bishop or the Pawn would manifestly have been fatal to Black

BOARD No. V.

Mr. Morphy and an Amateur.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (M. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to K. R's 3rd.*
8. Q. to Q. Kt's 3rd.	8. Q. to K. B's 3rd.
9. P. to K's 5th.	9. Q. to K. Kt's 3rd
10. P. takes P.	10. K. Kt. to K's 2nd.
11. P. to Q's 5th.	11. Kt. to Q's sq.
12. P to Q's 6th.	12 K. Kt. to Q. B's 3rd.
13. B. to Q. R's 3rd.	13. Kt. to K's 3rd.
14. B. takes Kt	14. B. P. takes B.
15. P. takes Q. B's P.	15. B. takes P.
16. Kt. to Q. B's 3rd.	16. P. to Q. R's 3rd.
17. Q. R. to Q's sq.	17. Kt. takes P.
18. Kt. takes Kt.	18. B. takes Kt.
19. P to K. B's 4th.	19. B. takes Kt.
20. Q. takes B.	20. Q. to K. B's 3rd.
21. Q. to Q. B's 5th.	21. Q. to K. B's sq.
22. R to Q's 6th.	22. Q. to K. B's 4th
23. R to Q's 5th.†	23. Q. to K. B's sq.
24. Q. to Q. R's 5th.	24. Q. to K. B's 3rd.
25. P to B's 5th.‡	25. P. to Q. Kt's 3rd.
26. Q. to K's sq.	26. P. to K's 4th.
27. R. takes P. (ch.)	27. K. to B's 2nd.
28. Q. to K's 4th.	28. Q. to Q. B's 3rd.
29. R. to K's 7th. (ch)	29. K. to Kt's sq.

And White announced mate in four moves.

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* A lost move, which in the defence of this opening is almost tantamount to throwing away the game.

† Threatening mate.

‡ A terrible *coup*.

Blindfold Sitting, at Birmingham.

Subjoined are eight games played by Mr. Morphy at the same time against eight Amateurs at the Chess Meeting in Birmingham;* Mr. M. without board and men. Of these games, Mr. Morphy won six, lost one, and the remaining game was drawn

BOARD No. I.

Mr. Morphy and Lord Lyttelton.

ALLGAIER GAMBIT

White. (Mr. M.)	Black. (Lord L.)
1. P. to K's 4th.	1. P to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P to K Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. P. to Q's 3rd.
6. Kt. takes K. Kt's P.	6. K B to K's 2nd.
7. P. to Q's 4th.	7. B. takes K. R's P. (ch)
8. Kt. to K. B's 2nd.	8. B. takes Kt. (ch.)

* This meeting of the Chess Association for 1858 was held in the library and council-room of Queen's College, Birmingham, on the 24th, 25th, 26th, and 27th of August. Lord Lyttelton was President of the meeting, Lord Cremorne and Sir John Blunden being Vice-Presidents. The general Committee comprised Messrs. Staunton, Mongredien, Freeman, Temple, Newham, Gillam, Cadman, Sparke, Brown, Bird, Wilmott, and Kipping, while the Local Board of management consisted of the following Birmingham players:—Messrs. Avery, Blyth, Deykin, Empson, Freeman, Hall, Ingleby, and Saunders. Mr W. R. Wills was the Secretary and Treasurer, the duties of which troublesome offices he zealously and efficiently discharged. Business commenced on Tuesday morning, the 24th, Mr. Avery, President of the Birmingham Club, occupying the chair. The first resolution, requesting Lord Lyttelton to accept the office of President for the ensuing year, was made by Mr. Staunton, who said he thought it would conduce to the well-being of the Society if his Lordship were elected perpetual President. He was not aware of any other peer or man of high rank who took so lively an interest in Chess. The proposition was seconded by Mr. Carr of Leamington, and was carried unanimously. On the motion of the Rev. Mr. Salmon, seconded by Mr. C. M. Ingleby, Lord Cremorne and Sir John Blunden were re-elected Vice-Presidents. The third resolution was, "that the next meeting should be held at Worcester, and that the Worcester Club be requested to make the needful arrangements, including the appointment of a Secretary." A gentleman belonging to the Club selected, then stated that he thought the vote would be cheerfully endorsed by his friends at Worcester. The fourth resolution was that ap-

9.	K. takes B.	9.	Kt. to K. B's 3rd.
10.	Kt. to Q. B's 3rd.	10.	Q. to K's 2nd.
11.	Q. B. takes P.	11.	Kt. takes P. (ch.)
12.	Kt. takes Kt.	12.	Q. takes Kt.
13.	K. B. to Q. Kt's 5th (ch.)	13.	K. to B's sq.
14.	Q. B. to K. R's 6th (ch.)	14.	K. to Kt's sq.
15.	K. R. to K. R's 5th.	15.	B. to K. B's 4th.
16.	Q. to Q's 2nd.	16.	B. to K. Kt's 3rd.
17.	Q. R. to K's sq.		

And Black resigned.

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pointing officers for 1850; the gentlemen selected for Committee being Messrs. Staunton, Mongredien, Avery, Temple, Gillam, Cadman, Brown, Brien, Wilmott, and Kipping. The nomination of Messrs. Blyth and Saunders as Auditors of the accounts, and the votes of thanks to Mr. Sands Cox and the council of Queen's College, brought this portion of the proceedings to a termination. Arrangements for play were then entered into, the most important being that of a general tournament, for which two prizes, one of sixty, the other of twenty guineas were offered. The players who entered for this tournament were sixteen in number, and they were paired by lot as follows:—

Falkbeer	against	Ingleby.
Staunton	,,	Hughes.
Lowenthal	,,	Kipping.
Morphy	,,	Smith.
Brien	,,	Bird.
Salmon	,,	Szabo.
Owen	,,	Hampton.
St. Amant	,,	Beetleston.

The Matches were to be decided by the first winning of two games. In the preliminary round the first victors were Messrs. Falkbeer, Staunton, Löwenthal, Salmon, Owen, St. Amant, Brien, and Smith. The first six on the list won their games; Mr. Bird was obliged to resign to Mr. Brien, in consequence of being called away by business when each party had won a game; while Mr. Smith was accounted winner of his Match with Mr. Morphy, as the latter player failed to appear. In the next round, chance paired the players thus: Staunton v. Löwenthal; Brien v. Smith; Salmon v. Owen; St. Amant v. Falkbeer; the result being that Löwenthal, Brien, Owen, and Falkbeer were winners. In the third round, by lottery, Löwenthal was pitted against Owen, and Falkbeer against Brien, the winners being Löwenthal and Falkbeer. These two fought out the last combat, which terminated in the former gaining the first prize and the latter the minor one. There were two club matches played at the meeting, one between Birmingham and Worcester, and the other between Coventry and Stourbridge. Each Club appointed five champions, who were paired by lot; it was agreed that each pair should play three games, and the Club whose representatives collectively scored the greatest number of games should be victor. In the first contest the Birmingham men won

BOARD No. II

Mr. Morphy and the Rev. George Salmon.

EVANS'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P to K's 4th.	1. P to K's 4th.
2. Kt. to K. B's 3rd	2. Kt to Q. B's 3rd.
3. B. to Q. B's 4th.	3 B. to Q B's 4th.
4. P. to Q Kt's 4th.	4. P to Q's 4th.*
5. P. takes P.	5. Kt. takes Q. Kt's P.
6. Castles.	6. K. Kt. to K's 2nd.
7. Kt. takes K's P.	7. Castles †
8. P. to Q's 4th.	8. K. B. to Q's 3rd.
9. Kt. to Q. B's 3rd.	9. B. to K. B's 4th.
10. B. to Q. Kt's 3rd.	10. P. to Q R's 4th.
11. P. to Q. R's 3rd.	11. P to Q. R's 5th.
12. Kt. takes Q. R's P	12. Q Kt. takes Q's P.
13. P. to Q. B's 4th.	13. Q. R. takes Kt.
14. P takes Kt.‡	14. Q R. to Q. R's 4th
15. Q. to K, B's 3rd.	15. Q. B. to K. Kt's 3rd.
16. K. R. to K's sq.	16. K. B to Q. Kt's 5th.
17 K. R. to K's 2nd.	17. Kt. to K. B's 4th.
18. B. to Q Kt's 2nd.	18. Q. to Q. R's sq
19. P to K. Kt's 3rd.	19. Q. to Q. R's 2nd.
20. Kt. takes B.	20. K. R. P. takes Kt.
21. K. R. to K's 5th.	21. B takes Q. R's P.
22. P to Q's 6th.§	22. B. to Q. Kt's 5th.
23. K. R. takes R.	23. B. takes R.
24. Q. to Q's 5th.	24. P. to Q. Kt's 3rd.
25. P. to Q's 7th.	25. Q. to Q. R's sq.
26. R to Q. B's sq.	26. Q takes Q.

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twelve games to three, against the men of Worcester; in the second, the Coventry gained nine games to five, against their Stourbridge antagonists. On the last day but one of the meeting, Mr. Morphy, who had absented himself from the meeting before, attended, and gratified the assembled amateurs by playing the series of blindfold games, which are given above.

The meeting terminated with a *soirée* on the evening of Friday, the 27th, at which Lord Lyttelton presided, and which was attended by many of the leading players who had taken part in the proceedings, and by a sparse sprinkling of the district amateurs.

* This evasion of the Gambit is not advisable.

† If 7. P to Q's 6th, then 8. P to Q B's 4th (ch) 9. Q to Q R's 4th (ch), and White has the better game.

‡ This is better than taking the Q's Rook.

§ Well played.

27. B. takes Q	27. P. to Q. Kt's 4th,
28. B. to Q. B's 6th	28. Kt. to Q's 3rd.
29. P. to Q's 5th.	29. B. to Q's 7th.
30. R. to Q's sq.	30. B. to K. Kt's 4th.
31. P. to K. B's 4th.	31. B. to Q's sq.
32. B. to Q. R's 3rd.	32. P. to K. B's 4th.
33. R. to K's sq.	33. K. to B's 2nd.
34. B. takes Q. Kt's P.	34. R. to K. R's sq.
35. B. takes Kt.	35. P. takes B.
36. R. to K's 8th.	36. R. to K. B's sq.
37. K. to B's 2nd.	37. P. to K. Kt's 4th.
38. K. to K's 3rd.	38. P. to K. Kt's 5th.
39. K. to Q's 3rd,	39. P. to K. Kt's 4th.
40. B. to Q. B's 6th.	40. P. takes P.
41. P. takes P.	41. R. to K. Kt's sq.
42. K. to Q. B's 4th.	42. R. to K. B's sq
43. K. to Q. Kt's 5th.	43. R. to Kt's sq.
44. K. to Q. R's 6th.	44. R. to B's sq.
45. K. to Q. Kt's 7th.	45. R. to Kt's sq.
46. K. to Q. B's 8th.	46. B. to Q. Kt's 3rd.
47. R. takes R.	47. K. takes R.
48. P. to Q's 8th (Queens),	

And wins.

BOARD No. III.

Mr. Morphy and Mr. Avlry.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. Kt. takes P.	4. P. to K's 3rd.
5. Q. B. to K's 3rd.	5. Kt. to K. B's 3rd.
6. K. B. to Q's 3rd.	6. P. to Q's 4th.
7. Kt. takes Q's Kt.	7. P. takes Kt.
8. P. to K's 5th.	8. Kt. to Q's 2nd.
9. P. to K. B's 4th.	9. Q. B. to Q. R's 3rd.
10. Castles.*	10. B. takes B.
11. Q. takes B.	11. B. to Q. B's 4th.

* Much better than taking the Bishop, because that would have enabled Black, after he had checked with his Queen, and regained the piece, to impede White's castling.

12. Kt. to Q's 2nd.	12. B. takes B. (ch.)
13. Q. takes B.	13. Q. to Q. Kt's 3rd.*
14. Q. R. to K's sq.	14. Castles on K's side.
15. P. to Q. Kt's 3rd.	15. P. to K. B's 3rd.
16. P. takes P.	16. K. R. takes P.
17. P. to K. Kt's 3rd.	17. Q. R. to K. B's sq.
18. K. to Kt's 2nd.	18. Q. takes Q.
19. Q. R. takes Q.	19. P. to K. Kt's 3rd.
20. K. R. to K's sq.	20. P. to K's 4th.†
21. K. R. to K's 2nd.‡	21. P. takes P.
22. Q. R. to K's 7th.	22. Q. R. to K. B's 2nd.
23. P. takes P.	23. K. R. takes P.
24. Q. R. to K's 8th (ch.)	24. K. to Kt's 2nd,
25. Q. R. to Q. B's 8th.	25. K. R. to K. B's 3rd.
26. Q. R. to Q. B's 7th.	26. Kt. to K. B's sq.
27. K. R. to K's 7th.	27. Q. R. takes R.
28. R. takes R. (ch.)	28, R to K. B's 2nd.
29. R. to K's 8th.	29. Kt. to Q's 2nd.
30. Kt. to K. B's 3rd.	30. R. to K. B's sq.
31. R. to K's 7th (ch.)	31. R. to B's 2nd.
32. R. to K's 8th.	32. R. to K. B's sq
33. R. to K's 7th (ch.)	33. R. to K. B's 2nd.

And the game was abandoned as a drawn battle.

For BOARD No. IV., see page 232.

BOARD No. V.

Mr. Morphy and Mr. Rhodes.

King's gambit declined.

WHITE. (Mr. M.)	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. P. takes P.	4. P to Q's 4th.
5. P. takes P.	5. Q. takes P.
6. Kt. to Q. B's 3rd.	6. Q. to her sq.
7. Kt. to K's 4th.	7. B. to Q. Kt's 3rd.
8. P. to Q. B's 3rd.	8. Q. B. to K. Kt's 5th.

* This game of exchanging off all the pieces is rather favourable to the unseeing player

† Very well played.

‡ Foreseeing that, by taking the proffered Pawn, he must have lost a piece.

9.	P. to Q's 4th.	9.	Q. to Q's 4th.
10.	Kt. to K. B's 2nd.	10.	Q. Kt. takes K's P.*
11.	Q. to K's 2nd.	11.	Q. B. takes Kt.
12.	P. takes B.	12.	Q. takes K. B's P.
13.	Q. takes Kt. (ch.)	13.	K. to B's sq.
14	K. B. to K's 2nd.	14.	Q. to Q. B's 3rd.
15.	K. R. to K. Kt's sq	15.	P. to K. B's 3rd
16.	Q. to K. Kt's 3rd.	16.	P. to K. Kt's 3rd
17.	Q. B. to K's 3rd.	17.	Q. R. to K's sq.
18.	K. to Q's 2nd.	18.	Kt. to K's 2nd.
19.	K. B. to Q's 3rd.	19.	Q. to Q's 2nd.
20.	Kt. to K. Kt's 4th.	20.	Kt. to Q's 4th.
21.	Q. R. to K's sq	21.	Kt. takes B.
22.	R. takes Kt.	22.	Q. to K. B's 2nd.
23.	Kt. takes K. B's P.	23.	R. takes R.
24.	Q. takes R.	24.	Q. takes Q. B's P.
25.	Q. to K's 8th (ch.)	25.	K. to Kt's 2nd.

And White gave mate in three moves.

BOARD No. VI.

Mr. Morphy and Dr. Freeman.

KING'S BISHOP'S OPENING.

	WHITE. (Mr. M.)		BLACK. (Dr. F.)
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	B. to Q. B's 4th.	2.	B. to Q. B's 4th.
3.	P. to Q. Kt's 4th.	3.	B. to Q. Kt's 3rd.
4.	Kt. to K. B's 3rd.	4.	P. to Q's 3rd.
5.	P. to Q's 4th.	5.	P. takes P.
6.	K. Kt. takes P.	6.	Kt. to K. B's 3rd.
7.	Kt. to Q. B's 3rd.	7.	Castles.
8.	Castles.	8.	Kt. takes K's P.
9.	Kt. takes Kt.	9.	P. to Q's 4th.
10.	Q. B. to K. Kt's 5th.	10.	Q. to K's sq.
11.	K. B. takes Q's P.	11.	P. to Q. B's 3rd.
12.	K. R. to K's sq.	12.	Q. to Q's 2nd.
13.	Kt. to K. B's 6th (ch.)	13.	P. takes Kt.
14.	Q. B. takes P.	14.	Q. to Q's 3rd. †

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* This capture was made in the expectation, perhaps, that White would take with the Queen's Pawn, in which case, Black, of course, must have gained a piece in return.

† Had he taken the Bishop with the Queen or Pawn, White would have won instantly, by playing R. to K's 5th.

15. Kt. to K's 6th.*	15. Q. B. takes Kt.
16. Q. to K. R's 5th.	16. K. B takes P. (ch.)
17. K. to R's sq.†	17. Q. to K. B's 5th.
18. R. takes Q's B.	18. Kt. to Q's 2nd.
19. B. to Q. Kt's 2nd.	19. B. to Q's 6th.
20. P. to K. Kt's 3rd.	20. Kt. to K. B's 3rd.
21. P. takes Q.	21. Kt. takes Q.
22. B. takes B.	22. Kt. takes K. B's P.
23. Q. R. to K. Kt's sq. (ch.)	23. Kt. to K. Kt's 3rd.
24. Q. R. takes Kt. (ch.)	24. K. R. P. takes R.
25. R. takes P. (ch.)	25. K. to R's 2nd.
26. R to K. Kt's 7th (ch.)	26. K. to R's 3rd.
27. B. to K's 4th.	27. P. to K. B's 4th.
28. B. to Q's 3rd.	28. P. to Q. Kt's 3rd.
29. R. to K. Kt's 3rd.	29. R. to K. B's 2nd.
30. B. to K's 5th.	30. Q. R. to K's sq.
31. B. to K. B's 4th (ch)	31. K. to R's 2nd.
32. R. to K. Kt's 5th.	32. Q. R. to K's 8th (ch.)
33. K. to Kt's 2nd.	33. K. R. to K Kt's 2nd.
34. K. B. takes P. (ch.)	34. K. to R's sq.
35. P. to K. R's 4th.	35. R. takes R. (ch.)
36. Q. B. takes R.	36. R. to K's sq.
37. K. to B's 3rd.	

And Black resigned.

BOARD No. VII.

Mr. Morphy and Mr. Carr.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. C.)
1. P. to K's 4th.	1. P. to K. R's 3rd.
2. P. to Q's 4th.	2. P. to Q. R's 4th.
3. K. B. to Q's 3rd.	3. P. to Q. Kt's 3rd.
4. K. Kt. to K's 2nd.	4. P. to K's 3rd.
5. Castles.	5. B. to Q. R's 3rd.
6. P. to Q. B's 4th.	6. Kt. to K. B's 3rd.
7. P. to K's 5th.	7. Kt. to K. R's 2nd.
8. P. to K. B's 4th.	8. B. to K's 2nd.
9. Kt. to K. Kt's 3rd.	9. P. to Q's 4th.
10. Q. to K. Kt's 4th.	10. Castles.
11. Kt. to K. R's 5th.	11. P. to K. Kt's 4th.

* Beautifully played.

† If 17. K. takes B. Q. to K B's 6th (ch) , and Black will be relieved from attack.

12. P. takes K. Kt's P.	12. K. R. P. takes P.
13. B. takes Kt. (ch.)	13. K. to R's sq.
14. Kt. to K. B's 6th.	14. Q. P. takes P.
15. K. B. to Q. B's 2nd.	15. Q. takes P. (ch.)
16. Q. takes Q.	16. K. B. to Q. B's 1th.
17. Q. takes B.	17. P. takes Q.
18. Q. B. takes K. Kt's P.	18. Kt. to Q. B's 3rd.
19. R. to K. B's 3rd.	19. K. to Kt's 2nd.
20. B. to K. R's 6th (ch.)	20. K. takes B.
21. R to K. R's 3rd (ch.)	21. K. to Kt's 4th.
22. R. to K. R's 5th (ch.)	22. K. to K. B's 5th.
23. K. to B's 2nd.	

And Black surrendered.

BOARD No. VIII.

Mr. Morphy and Mr. Wills.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to Q. B's 1th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 1th.	3. P. takes P.
4. Kt takes P.	4. P. to K's 3rd.
5. Q. B. to K's 3rd.*	5. Kt. to K. B's 3rd.
6. K. B. to Q's 3rd.	6. P. to K's 4th.
7. Kt. takes Q's Kt.	7. Q. Kt P. takes Kt.
8. Castles.	8. P. to Q's 3rd.
9. P. to K. B's 4th.	9. P. takes P.
10. Q. B. takes K. B's P	10. K. B. to K's 2nd.
11. Kt. to Q. B's 3rd.	11. Q. R. to Q. Kt's sq.
12. P. to K's 5th.	12. P. takes P.
13. Q. B. takes P.	13. Q. R. to Q. Kt's 5th.
14. Q. to K. B's 3rd.	14. Q. to Q. Kt's 3rd (ch.)
15. K. to R's sq.	15. Q. B. to K. Kt's 5th.
16. Q. to K. B's 2nd.	16. Q. takes Q.
17. K. R. takes Q.	17. K. B. to Q. B's 4th.
18. K. R. to K. B's sq.	18. K. B to K's 2nd.
19. P. to Q. R's 3rd.	19. Q. R. to Q. Kt's 2nd.

The customary line of play in this position now, is that first introduced in the games between Anderssen and Szen, in 1851; —

5 Kt. to Q Kt's 5th, P. to Q's 3rd (If 5. P. to Q R's 3rd 6. Kt. to Q's 6th (ch.), B. takes Kt. 7. Q takes B.)

6. B to K B's 4th, P. to K's 5th 7. B. to K's 3rd, &c.

20. Q. Kt. to K's 1th.
21. Kt. takes Kt. (ch.)
22. Q. B. takes P.
23. K. R. takes B.
24. Q. R. to K's sq. (ch.)
25. B. to K. B's 5th.
26. K. R. to K. R's 6th.
27. B. takes B.
28. Q. R. to K. Kt's sq.
29. R. takes K. R's P (ch.)
30. R. takes Q. R's P.
31. K. takes R
32. K. to K. B's 2nd.
33. P. to K. R's 4th.
34. K. to K. B's 3rd.
35. P. to K. R's 5th.
36. P. to K. R's 6th.
37. P. to K. R's 7th.
20. Q. B. to Q's 2nd.
21. P. takes Kt.
22. B. takes B.
23. Q. R. takes Q. Kt's P.
24. B. to K's 3rd.
25. K. to K's 2nd.
26. K. R. to Q. Kt's sq.
27. Q. R. to Q. Kt's 8th.
28. P. takes B.
29. K. to Q's 3rd.
30. R. takes R. (ch.)
31. R. to Q. Kt's 8th (ch)
32. R. to Q. Kt's 7th.
33. R. takes Q B's P. (ch.)
34. K to K's 4th.
35. K. to K. B's 4th.
36. R. to Q's 7th.

And Black cried "Enough!"

BLINDFOLD SITTING IN PARIS.

The eight following games were played in Paris by Mr. Morphy, simultaneously and without sight of board and men, against eight strong players of the Café de la Régence. Of these games, the American won six; the two others being drawn.

BOARD No. I.

Mr. Morphy and Mr. Baucher.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Kt. to Q. B's 3rd.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2nd.
6. B. takes Kt.	6 B. takes B.
7. B. to K. Kt's 5th.	7. P. to K. B's 3rd.
8. B. to K. R's 4th.	8. Kt. to K. R's 3rd.
9. Kt. to Q. B's 3rd.	9. K. B. to K's 2nd.
10. Castles on K's side.	10. Castles.

11. Q. to Q B's 4th (ch.)
12. K. Kt. to Q's 4th.
13. Q. R to Q's sq.
14. P. to K. B's 4th.
15. P. to K. B's 5th.
16. K. Kt. to K's 6th.
17. P. to Q. R's 4th.
18. Q. to K's 2nd.
19. B. to K. Kt's third.
20 B. takes Kt.
21. K. R. to K. B's 3rd.
22. K. R. to K. R's 3rd.
23. Q. to Q's 2nd.
24. Q. takes Q's B.
25. K. R. takes K. R's P. (ch.)
26. R. to Q's 3rd §
27. Q. to K. B's 7th. (ch.)

11. K. to R's sq.*
12. Q. to her 2nd.
13. K. R. to K. B's 2nd.†
14. P. to Q. R's 4th.
15. K. R. to K. B's sq.
16. K. R. to K. Kt's sq.
17. Kt. to Kt's 5th.
18. Kt. to K's 4th.
19. Q. to Q. B's sq.‡
20. Q. P. takes B.
21. Q. B. to Q's 2nd.
22 P. to K. R's 3rd.
23. K. to R's 2nd.
24. B. to Q's 3rd.
25. K. takes R.
26. K. to R's 4th.

And wins.

BOARD No. II.

Mr. Morphy and Mr. Burnwell.

FRENCH OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's third
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. K. B. to Q's 3rd.	3. P to Q's 4th.
4. P. takes P.	4. K. P. takes P.
5. Kt. to K. B's 3rd.	5. Q. B. to K. Kt's 5th.
6. Castles.	6. K. B. to Q's 3rd.
7. P. to K. R's 3rd.	7. Q. B. to K. B's 4th.
8. Q. B. to K's 3rd.	8. Q. Kt. to Q's 2nd.
9. K. R. to K's sq.	9. K. Kt. to K's 2nd.
10. Q. Kt. to Q's 2nd.	10. Q. B. takes Kt.
11. Kt. takes B.	11. P. to K. R's 3rd.
12. Q. to Q's 2nd.	12. Q. to Q. B's 2nd.
13. P. to Q. B's 4th.	13. P. takes P.

* 11. Kt. to K B's 2nd would have been better; the Kt. at present occupies a bad position.

† 13. Kt. to K. Kt's 6th is preferable: the move made is lost time, as is shown by move 15.

‡ To enable to him, if his Kt. is taken, to capture the Bishop with Q's Pawn.

§ The termination is exceedingly elegant.

11. K. B. takes P.	11. P. to K. B's 4th.
15. Kt. to K's 5th,	15. Castles on Q's side.
16. K. B. to K's 6th.	16. B. takes Kt.
17. P. takes B.	17. K. to Q. Kt's sq.
18. Q to Q. B's 3rd,	18. Q. Kt. to Q. Kt's 3rd.*
19. Q. to Q. R's rd.	19. Q. Kt. to Q B's sq.
20. Q. R. to Q. B's sq.	20. P. to K. Kt's 4th.
21. P. to K. B's 4th.	21 P. takes P.
22 Q. B. takes P.	22. Q R. to Q's 5th.
23. Q. to K's 3rd.	23. Q. R. to K's 5th.
24. Q. to K. B's 3rd.	24. Q. to Q. Kt's 3rd (ch.)
25. K. to K. R's 2nd.	25 Q. R. takes R.
26. R. takes R.	26. Q to Q. Kt's 5th.
27. R. to K's 2nd.	27. Kt. to K. Kt's 3rd.
28. Q. B. to Q's 2nd.	28. Q. to Q. Kt's 4th.
29. K. B. takes Kt.	29. R. takes B.
30. B. takes K. R's P.	30. R to K. R's sq.
31. B. to K. Kt's 7th.	31. R. to K. R's 2nd.
32. B. to K. B's 6th.	32. R. to K. B's 2nd.
33. Q. to K. R's 5th.	33. Kt. to K. B's 5th.
34. Q. takes R.	

And Black surrenders.

BOARD No. III.

Mr. Morphy and Mr. Bornmann.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. B. to K. Kt's 5th.
5. B. to Q. B's 4th.	5. Kt. to K. B's 3rd.
6. P. takes P.	6. B. takes Kt
7. Q. takes B.	7. Q. P. takes P.
8. P. to Q's 3rd.	8. Kt. to Q. B's 3rd.
9. Q. B. to K. Kt's 5th.	9. P. to Q. R's 3rd.
10. Kt. to Q's 2nd.	10. B. to K's 2nd.
11. Castles on Q's side.	11. Q. to Q's 2nd.
12. Kt. to K. B's sq.	12. Castles on Q's side.

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* Had he taken the K's Pawn with his Queen, he would obviously have lost her by 19. R takes Q. R's P. (ch.); and if he had taken the same P. with his Kt., he would have lost a piece.

13. Kt. to K's 3rd.	13. P. to K. B's 3rd.
14. Q. B. to K. B's 4th.	14. P. to K Kt's 4th.
15. Q. B. to K. Kt's 3rd.	15. Q. R to K. B's sq.
16. Kt. to Q's 5th.	16. K. Kt. to K's sq.
17. P. to Q's 4th.	17. P. takes Q's P.
18. P. takes P.	18. K. Kt. to Q's 3rd.
19. K. B. to Q. Kt's 3rd.	19. B. to Q's sq.
20. K. R. to K. B's sq.	20. K. Kt. to Q. Kt's 4th.
21. Q. to K's 3rd.	21. P. to K. B's 4th.
22. P. takes P.	22. Q. R. takes P.
23. Kt. to Q. Kt's 6th (ch.)*	23. P. takes Kt.
24. K. B. to K's 6th.	24. Q. R to Q's 4th.
25. K. R. to K. B's 7th.	25. Q. Kt. to K's 2nd.
26. K. to Q. Kt's sq.	26. K. R. to K's sq.
27. Q. R. to Q. B's sq. (ch.)	27. K. Kt. to Q. B's 2nd.
28. K. B. takes Q. (ch.)	28. Q. R. takes B.
29. P. to Q's 6th.†	29. Q. Kt. to Q. B's 3rd.
30. P. takes Kt.	30. K. R. takes Q.
31. P. takes Q. R. (ch.)	

And Black gives up the battle, after fighting for above nine hours.

BOARD No. IV.

Mr. Morphy and Mr. Guibert.

IRREGULAR OPENING.

WHITE. (Mr M.)	BLACK. (Mr. G.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3. Kt. to Q. B's 3rd.	3. Q. to Q's square.
4. P. to Q's 4th.	4. P. to K's 3rd.
5. Kt. to K. B's 3rd.	5. K. B. to Q's 3rd.
6. K. B. to Q's 3rd.	6. K. Kt. to K's 2nd.
7. Castles.	7. P. to K. B's 3rd.
8. Q. B. to K's 3rd.	8. P. to Q. B's 3rd.
9. K. Kt. to K's 5th.	9. Q. Kt. to Q's 2nd.
10. P. to K. B's 4th.	10. Q. Kt. to K. B's 3rd.
11. Q. Kt. to K's 4th.	11. K. Kt. to K. B's 4th.
12. Q. B. to K. B's 2nd.	12. K. B. to Q. B's 2nd.
13. P. to Q. B's 3rd.	13. Q. Kt. to Q's 4th.
14 Q. to K. B's 3rd.	14. Q. to K's 2nd.
15. Q. R. to K's sq.	15. K. B. takes Kt.

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* This manœuvre was unforeseen by Mr. Bornemann.

† Well played. Black evidently cannot take this Pawn without losing a Piece.

16. Q. P. takes B.*	16. P. to K. R's 4th.
17. Q. B. to Q. B's 5th.	17. Q. to Q's square.
18. Kt. to Q's 6th (ch.)	18. Kt. takes Kt.
19. Q. B. takes Kt.†	19. P. to K. Kt's 3rd.
20. Q. to K. Kt's 3rd.	20. Kt. to K's 2nd.
21. Q. R. to Q's sq.	21. B to Q's 2nd.
22. Q. R. to Q's 2nd.	22. P. to K. R's 5th.
23. Q. to K. Kt's 4th.	23. Kt. to K. B's 4th.
24. K. B. takes Kt.	24. K. P. takes B.
25. Q. to K. B's 3rd.	25. Q. to Q. Kt's 3rd (ch.)
26. K. to R's sq.	26. Castles on Q's side.
27. P. to Q. B's 4th.	27. P. to K. R's 6th.
28. P. to K. Kt's 3rd.	28. B. to K's 3rd.
29. Q. to Q. B's 3rd.	29. Q R to Q's 2nd.
30. K. R. to Q's sq.	30. P. to Q. B's 4th.
31. K. to K. Kt's sq.	31. K. R. to Q's sq.
32. Q. to Q. R's 3rd.	32. P. to Q. R's 3rd.
33. B. takes Q. B's P.	33. Q to Q. B's 3rd.‡
34. B. to Q's 6th.	34. P. to K. B's 3rd.
35. Q. R. to Q's 5th.§	35. B. takes R.
36. R. takes B.	36. R takes B.
37. P. takes R.	37. K. to Kt's sq.
38. Q. to Q's 3rd.	38. R. takes P.
39. Q. to Q's 2nd.‖	39. R. takes R
40. P. takes R.	40. Q. to Q. B's 4th (ch.)
41. K. to B's sq.	41. Q. to Q. B's 5th (ch.)
42. K. to B's 2nd.	42. Q. to Q. B's 4th (ch.)

And the game was declared drawn.

BOARD No. V.

Mr. Morphy and Mr. Loquisne.

Irregular opening.

White. (Mr. M.)	Black. (Mr. L.)
1. P. to K's 4th.	1. P. to Q. Kt's 3rd.
2. P. to Q's 4th.	2. B. to Q. Kt's 2nd.
3. K. B. to Q's 3rd.	3. P. to K's 3rd.

* White has now a manifest advantage in position; all his forces being in action, and his King safely Castled.

† An invincible post for the Bishop.

‡ The saving clause, as White, on account of the mate threatened at his King's Kt's 2nd, dare not exchange Rooks.

§ Cleverly played.

‖ He could not take the Rook, it is evident, without being mated.

4.	Kt. to K. R's 3rd.	4.	K. Kt. to K's 2nd.
5.	Castles	5.	P. to Q's 4th.
6.	P. to K's 5th.	6.	K. Kt. to Q. B's 3rd.*
7.	P. to Q. B's 3rd.	7.	K. B. to K's 2nd.
8.	P. to K. B's 4th	8.	P. to K. Kt's 3rd.
9.	P. to K. Kt's 4th.	9.	P. to K. B's 4th.
10.	P. takes P.	10.	K. R. takes P.
11.	Q. to K. Kt's 4th.	11.	K. R. to his 5th.
12.	Q. to K. Kt's 3rd.	12.	K. to Q's 2nd.
13.	Q. Kt. to Q's 2nd.	13.	Q. to K. R's sq.
14.	Kt. to K. Kt's 5th.	14.	K. Kt. to Q's sq.†
15.	Q. Kt. to K. B's 3rd.	15.	K. B. takes K's Kt.
16.	P. takes B.	16.	K. R. to K. R's 6th.
17.	Q. to K. Kt's 2nd.	17.	Q. Kt. to Q. B's 3rd.
18.	Q. B. to Q's 2nd.	18.	Q. Kt. to K's 2nd.‡
19.	Q. R. to Q. B's sq.	19.	Q. R. to Q. B's sq.
20.	P. to Q. Kt's 4th	20.	P. to Q. R's 3rd.
21.	P. to Q. R's 4th.	21.	Q. to K. R's 4th.
22.	Kt. to K's sq.	22.	Kt. to K. B's 4th.
23.	K. R. to K. B's 3rd.	23.	K. R. to his 5th.
24.	K. R. to K. B's 4th.	24.	K. R. takes R.
25.	Q. B. takes R.	25.	P. to Q. B's 4th.
26.	Q. Kt. P. takes P.	26.	P. takes P.
27.	R. to Q. Kt's sq.	27.	P. to Q. B's 5th.
28.	K. B. takes Kt	28.	K. Kt. P. takes B.
29.	Kt. to Q. B's 2nd.	29.	B. to Q. B's 3rd.
30.	P. to Q. R's 5th.	30.	Q. to K. R's 5th.
31.	Q. to K. Kt's 3rd.	31.	Q. to K. R's 4th.
32.	Q. to K. Kt's 2nd.	32.	Q. to K. R's 5th.

At this point, neither party being disposed to vary his moves, the game was resigned as a drawn battle.

For Board No. VI., see page 101.

BOARD No. VII.

Mr. Morphy and Mr. Paulsen.

SICILIAN OPENING.

	WHITE. (Mr. M.)	BLACK. (Mr. P.)
1.	P. to K's 4th.	1. P. to Q. B's 4th.
2.	P. to Q's 4th.	2. P. takes P.
3.	Kt. to K. B's 3rd.	3. P. to K's 4th.

* He should have moved the other Kt. to this square.
† This is very feeble and objectless.
‡ Black is compelled to play thus to enable him to bring the other Kt. into action.

4. B. to Q. B's 4th	4. K. B. to Q. Kt's 7th (ch.)*
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P	6. B. to Q. B's 4th
7. K. Kt. takes K's P.	7. Q to K. B's 3rd.
8. B. takes K. B's P. (ch.)	8. K. to B's sq.
9. K. Kt. to Q's 3rd.	9. B. to Q. Kt's 3rd.
10. B. to Q Kt's 3rd.	10. P. to Q's 3rd.
11. B. to Q. R's 3rd.	11. Kt. to Q. B's 3rd.
12 Castles.	12. Kt to K. R's 3rd.
13. P. to K's 5th.	13. Q to K. Kt's 3rd.
14. Kt. to K. B's 4th	14. Q. to K Kt's 6th.
15. K. Kt. to K's 6th (ch.)†	15. Q B takes Kt.
16. Q. takes Q's P. (ch)	16. K. to B's 2nd,
17. Q. to Q's 7th (ch.)	17. K to K. Kt's 3rd.
18. K. B takes B.	18. Q. to K. Kt's 1th.
19. K B. to Q's 5th.	19. Q Kt takes K's P.
20. K. B. to K's 4th (ch.)	20. K. Kt. to K. B's 4th
21. Q. to K's 6th (ch)	21. Q. to K. B's 3rd.
22. K. B. takes Kt (ch.)	22 K. to K. R's 4th.
23. P. to K Kt's 4th (ch.)	23. Kt. takes P.
24. K. B. takes Kt. (ch.)	

And Black surrenders.

BOARD No. VIII.

Mr. Morphy and Mr. Séguin.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr S.)
1. P. to K's 4th	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. Kt. takes P.	4. Kt to K. B's 3rd.
5. Kt. to Q. B's 3rd.	5. K. B. to K's 2nd.
6. K. B. to Q's 3rd.	6. Castles.
7. P. to K. B's 4th.	7. P. to Q. B's 4th.
8. Kt. to K. B's 3rd.	8. Kt. to Q. B's 3rd.
9. Castles.	9 B. to K. Kt's 5th.
10. Q. B. to K's 3rd.	10. P. to Q. B's 3rd.
11. P. to Q. R's 4th.	11. P. to K. R's 3rd.
12. P. to K. B's 3rd.	12. Q. B. takes Kt.
13. Q. takes B.	13. Kt to Q. Kt's 5th
14. Q. R. to Q's sq	14. Q. to Q. B's 2nd.

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* This loses the K's Pawn; he should have played 4. Kt to Q's 3rd
† More effectual than taking the Q's Pawn with the Queen

15. P. to Q. Kt's 3rd.	15. Q. Kt. takes B.
16. P. takes Kt.	16. K. R. to K's sq.*
17. P. to Q's 4th.	17. Q. to Q. B's 3rd.
18. P. takes Q. B's P.	18. P. takes P.
19. P. to K's 5th.	19. Q. takes Q.
20. K. R. takes Q.	20. Kt. to K. R's 2nd.
21. Q. R. to Q's 7th.	21. Q. R. to Q. Kt's sq.
22. Kt. to Q's 5th.	22. B. to K. B's sq.
23. B. to K. B's 2nd.	23. K. R. to Q's sq.
24. Kt. to Q. Kt's 6th.	24. R. takes R.
25. Kt. takes R.	25. R. to Q. B's sq.
26. R. to Q. B's 3rd.	26. R. to Q. B's 2nd.
27. Kt. takes B.	27. Kt. takes Kt.
28. R. takes P.	28. R. takes R.
29. B. takes R.	29. Kt. to K's 3rd.
30. B. to K's 3rd.	30. P. to K. Kt's 3rd.
31 P. to K. Kt's 4th.	31. Kt. to Q's sq.
32. K. to K. B's 2nd.	32. Kt. to Q. B's 3rd.
33. K. to K's second.	33. P. to Q. Kt's 4th.
34. P. takes P.	34. P. takes P.
35. K. to Q's 3rd.	35. K. to B's sq.
36. B. to Q. B's 5th. (ch)	36. K. to K's sq.
37. K. to K's 4th.	37. K. to Q's 2nd.
38. K. to Q's 5th.	38. Kt. to Q's sq.
39. P. to K. B's 5th.	39. P. takes P.
40. P. takes P.	40. P. to K. R's 4th.
41. B. to Q. Kt's 6th.	41. Kt. to Q. Kt's 2nd.
42. P. to K's 6th (ch.)	42. P. takes P.
43. P. takes P. (ch)	43. K. to K's 2nd.
44. K. to Q. B's 6th.	44. Kt. to Q's sq. (ch.)
45. B. takes Kt. (ch.)	45. K. takes B.
46. K. to Q's 6th.	46. K. to K's sq.
47. P to K's 7th.	

And Mr. Segum gave in.

is is perhaps the best-sustained defence of any of the games played present occasion; and if Mr. Seguin had conducted the end as well beginning, he must have been victor.

Blindfold Sitting at the London Chess Club.

At this *séance*, which took place on the 13th of April, 1859, Mr. Morphy again performed his surprising feat of playing eight games simultaneously without the assistance of a chess-board; his competitors on this occasion being Messrs. Mongredien, Slous, G. Walker, Jauson, Greenaway, Medley, Jones, and Maude. Of the eight games played, the American won two; and the remaining six were abandoned as drawn battles.

BOARD No. I.

Mr. Morphy and Mr. Mongredien.

SICILIAN OPENING.

WHITE. (Mr. Mor.)	BLACK. (Mr. Mon.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. Kt. to Q. B's 3rd.*
3. P. to Q's 5th.	3. Kt. to Q. Kt's sq.†
4. P. to K. B's 4th.	4. P. to Q's 3rd.
5. Kt. to K. B's 3rd.	5. P. to K's 3rd.
6. P. to Q. B's 4th.	6. B. to K's 2nd.
7. Kt. to Q. B's 3rd.	7. B. to Q's 2nd.
8. B. to Q's 3rd.	8. P. to K. B's 4th.
9. P. takes K's P.	9. B. takes P.
10. P. takes P.	10. B. to Q's 2nd.
11. Kt. to K. Kt's 5th.	11. Kt. to K. B's 3rd.
12. Castles.	12. Kt. to Q. B's 3rd.
13. Kt. to K's 6th.	13. B. takes Kt.
14. P. takes B.	14. Kt. to Q's 5th.
15. P. to K. B's 5th.	15. P. to K. R's 4th.
16. B. to K's 3rd.	16. Kt. to Q. B's 3rd
17. Kt. to Q's 5th.	17. Kt to K's 4th.
18. B. to K. B's 4th.	18. Kt. to Q. B's 3rd.
19. B. to K's 2nd.	19. P. to K. R's 5th.
20. Kt. takes Kt. (ch.)	20. B. takes Kt.
21. Q. takes Q's P.	21. Q. takes Q.
22. B. takes Q.	22. B. takes Q. Kt's P.
23. Q. R. to Q. Kt's sq.	23. B. to Q's 5th (ch.)
24. K. to R's sq.	24. P. to Q. Kt's 3rd.

* This is not a good move, because the Kt. can at once be driven home, or to a still worse square.

† 3. Kt. to K's 4th* would be followed by 4. P. to K. B's 4th, Kt. to K. Kt's 3rd; 5. P. to K. B's 4th, Kt. to K's 4th; 6. Q. B. to K. B's 4th, P. to Q's 3rd; 7. B. takes Kt., P. takes B.; 8. Kt. to K. B's 3rd, &c.

25. B. to K. B's 3rd.	25. R. to Q. B's sq.
26. K. R. to Q's sq.	26. R to K. R's 3rd.
27. B. to K. P's 4th.	27. R. to K. R's sq
28. K. R. to Q's 3rd.	28. Kt. to Q. R's 4th.
29. Q. R. to Q. B's sq.	

At this point, from the lateness of the hour, it was mutually agreed that the game should be considered a *drawn*.

BOARD No. II.

Mr. Morphy and Mr. Slous.

PHILIDOR'S DEFENCE.

White (Mr. M.)	Black (Mr. S.)
1. P to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt takes P.	4. B. to K's 2nd
5. Kt. to Q B's 3rd.	5. Kt. to K. B's 3rd.
6. B. to Q's 3rd	6. P. to Q. R's 3rd
7. P to Q R's 4th	7. P. to Q. B's 4th.
8. K. Kt. to K's 2nd.	8. Kt to Q B's 3rd.
9. P. to K. B's 4th.	9. P. to K. R's 4th
10. Castles	10. Q. B. to K's 3rd.
11. P. to Q. Kt's 3rd.	11. P. to K. Kt's 3rd.
12. P. to K B's 5th.	12. P. takes P.
13. P. takes P.	13. B. to Q's 2nd.
14. Kt. to K. B's 4th.	14. Q. Kt to K's 4th.
15. Q. Kt. to Q's 5th.	15. Kt takes Kt.
16. Kt. takes Kt.	16. Q. B. to Q. B's 3rd.
17. B. to K's 4th.	17. B. to K. B's 3rd.
18. B. to Q. Kt's 2nd.	18. B. takes Kt.
19. B. takes B.	19. Q. to Q B's 2nd.
20. Q. B. takes Kt.	20. B. takes B.
21. Q. R to Q. Kt's sq.	21. Castles on Q's side
22. P. to Q. Kt's 4th.	22. P. takes P.
23. R. to Q. Kt's 3rd.	23. Q. to Q. B's 4th (ch.
24. K to R's sq.	24. B to Q. B's 6th.*
25. K. B. to K. B's 3rd.†	25. R. to Q's 2nd.

Mr. Slous has now six Pawns to his opponent's five, and by much the superior position.

† He would evidently have lost this Rook by the check of the adverse Queen, if he had ventured to seize the Pawn.

26. K, R to K. B's sq	26. K. R. to K's sq
27. Q R. to Q. Kt's sq.	27. Q. R. to K's 2nd.
28. Q to Q's 3rd.	28 R to K's 4th.
29. B to B's 3rd.	29. R to K's 6th
30. Q. to Q's 5th.	30. K. R to K's 2nd

And after a few more moves, the game was drawn.

BOARD No. III.

Mr. Mouthy and Mr. G. Walker.

FRENCH GAME.

White (Mr. M.)	Black. (Mr. G. W.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3 P. takes P.
4. Kt. to K. B's 3rd.	4. B. to Q's 3rd.
5. B. to Q's 3rd.	5. Kt. to K. B's 3rd
6. Castles.	6. Castles.
7. Kt. to Q. B's 3rd.	7. B. to K Kt's 5th.
8. P. to K. R's 3rd.	8. B to K s 3rd.
9. B, to K's 3rd.	9. Kt to Q. B's 3rd.
10. Q. to Q's 2nd	10. Q. to Q's 2nd.
11. B. to K. B's 4th.	11. K. R. to K s sq.
12. Q. R. to K's sq.	12 Q. R. to Q's sq.
13. Kt to K's 5th.	13. Q. to Q. B's sq
14. B. to Q. Kt's 5th	14 B. takes Kt.
15. B. takes B.	15. Kt takes B.
16. P. takes Kt.	16. Kt. to K's 5th.
17. Kt takes Kt.	17. P. takes kt
18. Q. to K. B's 4th	18. P. to Q. B's 3rd.
19. B. to K's 2nd.	19. B. to K. B's 4th.
20. B. to Q. B's 4th.	20. R. to K's 2nd.
21. P. to K. Kt's 4th.	21. B. to K. Kt's 3rd.
22. P. to K. R's 4th.	22. P. to K. R's 3rd.
23. P. to R's 5th.	23. B. to R's 2nd.
24. P. to K. Kt's 5th.	24. P. takes P.
25. Q. takes Kt's P.	25. Q. to K. B's 4th.
26. Q. takes R.	26. Q. to K. Kt's 5th (ch.).

And Black draws the game by perpetual checks.

BOARD No. IV.

Mr. Morphy and Mr. Jansen.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to Q's 3rd.
4. Kt. to K. B's 3rd.	4. B. to K's 2nd.
5. B. to Q. B's 4th.	5. P. takes P.
6. P. to Q's 4th.	6. Kt. to K. B's 3rd.
7. Q. B. takes P.	7. Castles.
8. Castles.	8. B. to K. Kt's 5th.
9. K. B. to Q's 3rd.	9. Q. Kt. to Q's 2nd.
10. Q. to Q's 2nd.	10. B. to K. R's 4th.
11. Q. R. to K's sq.	11. B. to K. Kt's 3rd.
12. P. to K's 5th.	12. P. takes P.
13. P. takes P.	13. Kt. to K's sq.
14. Kt. to K's 4th.	14. Kt. to Q. B's 4th.
15. Kt. takes Kt.	15. B. takes Kt. (ch.)
16. K. to R's sq.	16. Kt. to Q. B's 2nd.
17. Kt. to K. Kt's 5th.	17. Q. to K's sq.
18. P. to K's 6th.	18. Kt. takes P.
19. B. takes B.	19. R. P. takes B.
20. Q. to Q. B's 3rd.	20. B. to K's 2nd.
21. Kt. takes Kt.	21. P. takes Kt.
22. Q. to Q. Kt's 3rd.	22. R. to K. B's 3rd.
23. R. takes P.	23. R. takes R.
24. Q. takes R. (ch.)	24. Q. to K. B's 2nd.
25. Q. takes Q. (ch.)	25. K. takes Q.
26. P. to K. Kt's 4th.	26. K. to Kt's sq.
27. R. to K's sq.	27. K. to B's 2nd.

And the game was declared a drawn fight.

BOARD No. V.

Mr. Morphy and Mr. Greenaway.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. G.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.

5. P. to Q. B's 3rd.	5. B to Q. R's 4th,
6. P. to Q's 4th.	6. P. takes P.
7. Castle	7. Kt. to K. B's 3rd.
8. B. to Q. R's 3rd.	8. P. to Q's 3rd.
9. P. to K's 5th.	9. P. to Q's 4th.
10. B. to Q. Kt's 5th.	10. Kt. to K's 5th.
11. P. takes P.	11. B. to Q's 2nd.
12. Q. to Q. Kt's 3rd.	12. P. to Q. R's 3rd.*
13. B. to Q's 3rd.	13. Q. B. to B's sq.
14. K. R. to Q. B's sq.	14. K. B. to Q. Kt's 3rd.
15. R. takes Q's Kt.	15. P. takes R.
16. Q. to B's 2nd.	16. B. to Q. Kt's 2nd.
17. Q. Kt. to Q's 2nd.	17. Kt takes Kt.
18. Q. takes Kt.	18. P. to K. R's 3rd.
19. Q. R. to K's sq.	19. B to Q. B's sq.
20. Q. to Q. B's 3rd.	20. R. to Q. Kt's sq.
21. Q. *takes* P. *(ch)*†	21. Q. *to* Q's 2nd.
22. Q. to B's 2nd.‡	22. Q. to K's 3rd.
23. Kt. to K. R's 4th.	23. P. to K Kt's 3rd.
24. Q. to Q. B's 3rd.	24. K. to Q's sq.
25. R. to Q. B's sq	25. R to K's sq
26. Kt. to K. B's 3rd.	26 B. to Q. Kt's 2nd.
27. P. to K. R's 3rd.	27 Q. R to Q. B's sq
28. Q. to Q's 2nd	28. R. to K R's sq.

And the game was drawn.

BOARD No. VI.

Mr. Morphy and Mr. Medley.

SCOTCH GAMBIT.

WHITE. (Mr Mor.)	BLACK. (Mr. Med.)
1. P. to K's 4th	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P takes P.

* Black has a deplorable position, which is mainly owing to White's strong move of 8. B. to Q. R's 3rd.

† He might have won easily now, by advancing his K's Pawn; for suppose 21. P. to K's 6th, Q. B. takes P best 22. R takes B. (ch) P. takes R 23. Kt to K's 7th, &c.

‡ With the board before him White would hardly have missed seeing the advantage of leaving his Queen *en prise*, and playing as follows: 22. P to K's 6th, Q takes Q. 23. P takes P (discl ch) K takes P. best, 23. Kt to K's 5th (ch), K. to B's 3rd, or B's 3rd. 24. Kt takes Q, &c.

4. B. to Q. B's 4th.	4. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to Q's 6th.
7. P. to Q. Kt's 4th.	7. B. to Q. Kt's 3rd.
8. P. to Q. R's 4th.	8. P. to Q. R's 4th.
9. P. to Q. Kt's 5th.	9. Q. Kt. to K's 4th.
10. Kt. takes Kt.	10. P. takes Kt.
11. Kt. to Q's 2nd.	11. Kt. to K. B's 3rd.
12. Q. to Q. Kt's 3rd.	12. B. to K's 3rd.
13. B. takes B.	13. P. takes B.
14. B. to Q. R's 3rd.	14. Q. to Q's 2nd.
15. Kt. to K. B's 3rd.	15. Castles on Q's side.
16. Kt. takes P.	16. Q. to K's sq.
17. Q. to Q. B's 4th.	17. P. to Q's 7th.
18. Q. R. to Q's sq.	18. Q. to K. R's 4th.
19. Kt. to K. B's 3rd.	19. Q. to K. Kt's 5th.
20. Kt. takes Q's P.	20. Kt. to K. R's 4th.
21. P. to K's 5th.	21. Kt. to K. B's 5th.
22. P. to K. Kt's 3rd.	22. R. takes Kt.*
23. Q. takes Kt.	23. Q. takes Q.
24. P. takes Q.	24. B. takes P. (ch.)
25. K. to Kt's 2nd.	25. R. takes R.
26. R. takes R.	26. B. to K. R's 5th.
27. K. to R's 3rd.	27. B. to Q's sq.

And the game was abandoned as a drawn battle.

BOARD No VII.

Mr. Morphy and Mr. Jones.

MUZIO GAMBIT.

White. (Mr. M.)	Black. (Mr. J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4. P. to K. Kt's 5th.

* Tempting, but wrong. By simply playing 24. P. to K. Kt's 4th, he must win to a certainty. He might even, though with less advantage than from 22. P. to K. Kt's 4th, have taken the K. B's Pawn; for example:—

— 22. B. takes K. B's P. (ch.), 23. K. to K's sq. B. takes K. Kt's P. best, 24. K. R. to K. Kt's sq. B. takes Kt.

25. Q. B. takes K. / Q. to B's 6th (ch.), 26. K. R. to Kt's 2nd / B. to K's 8th, and White has a bad position.

5. P. to Q's 4th.	5. Q. to K's 2nd.
6. Castles.	6. P. takes Kt.
7. Kt. to Q. B's 3rd.	7. P. to Q. B's 3rd.
8. Q. takes P.	8. B. to K. Kt's 2nd.
9. Q. B. takes P.	9. B. takes P. (ch.)
10. K. to R's sq.	10. B. to K. Kt's 2nd.
11. P. to K's 5th.	11. B. to K. R's 3rd.
12. Kt. to K's 4th.	12. P. to Q's 4th.
13. P. takes P. in passing.	13. Q. to K. B's sq.
14. Q. R. to K's sq.	14. B. to K's 3rd.
15. B. takes B.	15. P. takes B.
16. Q. to K. R's 5th (ch.)	16. K. to Q's 2nd.*
17. Kt. to Q. B's 5th (ch.)	17. K. to Q. B's sq.
18. B. takes B.	18. Kt. to K. B's 3rd.
19. Q. to K's 5th.	19. Q. Kt. to Q's 2nd.
20. Kt. takes Kt.	20. Q. takes B.
21. R. takes Kt.	21. Q. to K. R's 5th.
22. Kt. to Q. B's 5th.	

And Black struck his flag.

Board No. VIII. will be found at page 198.

BLINDFOLD SITTING AT THE ST. GEORGE'S CHESS CLUB, LONDON.

THE following eight Games were played simultaneously by Mr. Morphy, without seeing the Chess board, at the St. Georgo's Club, April 20, 1850: his opponents being: Lord Cremorne, Captain Kennedy, Mr. Cattley, Lord Arthur Hay, Mr. Worrall, Mr. Cunningham, Mr. Thrupp, and Mr. Barnes. Of these games, Mr. M. won five, and three were drawn battles.

BOARD No. I.

MR. MORPHY AND LORD CREMORNE.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Lord C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.

---

* If 16. Q. to K. B's 2nd, 17. P. to Q's 7th (ch.), and play as he can, Black must lose his Queen.

5. P. to Q B's 3rd.	5. B. to Q. R's 4th.
6. B. to Q. B's 4th.	6. B. to Kt's 3rd.
7. P. to Q's 4th.	7. P. takes Q's P.
8. P. takes P.	8. P. to Q's 3rd.*
9. B. to Q. Kt's 2nd.	9. P. to K. B's 3rd.
10. P. to K. B's 6th.†	10. Q. to K's 2nd.
11. Castles.	11. B. to Q's 2nd.
12. Kt. to Q. B's 3rd.	12. Castles (on Q's side.)‡
13. R. to K's sq.	13. Q. to K's sq.
14. Kt. to Q's 5th.	14. P. to K. Kt's 3rd.
15. Kt. takes B. (ch.)	15. R. P. takes Kt.
16. Q to Q. R's 4th.	16. Kt. to Q. R's 4th.§
17. Q. to R's 3rd.	17. P. to Q. B's 3rd.
18. B. to Q's 3rd.	18. Q. to K. B's sq.‖
19. B. to Q. B's 3rd.	19. K. to Q. B's 2nd.
20. B. takes Kt.	20 R. to Q. R's sq.
21. B. takes P. (ch.)	21 K. takes B.
22. Q. R. to Kt's sq. (ch.)	22. K. to B's 2nd.
23. Q. to Kt's 3rd.	23. R. to Q. Kt's sq.
24. Q. to Kt's 6th (ch.)	24. K. to B's sq.
25. B. to Q. R's 6th.	25. Kt. to K's 2nd.
26. P. to K's 5th.	26. Q. P. takes P.
27. B. takes P. (ch.)	27. R takes B.
28. Q. takes R. (ch.)	28. K to Q's sq
29 P. takes P.	

And wins.

BOARD No. II.

Mr. Morphy and Captain Kennedy.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Capt. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4 P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q B's 3rd	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.

---

* Black had better, perhaps, have boldly played out his K's Kt.
† Painfully circumscribing Black's range of action.
‡ Was this as good as 12. Q's Kt. to K's sq?
§ 16. K. to Q. Kt's sq, appears here to be the *coup juste*.
‖ A grave error; by moving his K. to the Kt's sq. he would have got breathing time, and opportunity to liberate his pent-up men.

7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. P. to Q's 5th.	9. Q. Kt to K's 2nd
10. P. to K's 5th.	10. Kt. to K. Kt's 3rd.
11. P. to K's 6th.	11. P. takes P.
12. P. takes P.	12. K. Kt to K's 2nd.
13. Kt to Q. B's 3rd.	13. P. to Q. B's 3rd *
14. Kt to K. Kt's 6th.	14. Q. Kt. to K's 4th.
15. B. to K B's 4th.†	15. P. to K. Kt's 3rd.
16. Kt. to B's 7th.	16. Castles.‡
17. B. takes Kt.	17. R. takes Kt.
18. P. takes R. (ch.)	18. K. to B's sq.
19. B. takes P.	19. B. to K. Kt's 5th.
20. Q. to Q's 2nd.	20. P. to K. Kt's 4th.
21. Q. R. to K's sq.	

And wins.

BOARD No. III.

Mr. Morphy and Mr. Cattley.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. M.)	BLACK. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.
4. B. to Q. R's 4th.	4. Kt. to K. B's 3rd.
5. Castles.	5. B. to K's 2nd.
6. Kt. to Q. B's 3rd	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. to Q. Kt's 4th.
8. B. to Kt's 3rd	8. B. to K. Kt's 5th.
9. P. to Q's 5th.	9. Kt. to Q's 5th.
*10. B. to K's 3rd	10. Kt. takes B.§
11. R's P. takes Kt.	11. Castles.
12. P. to K. R's 3rd.	12. B. to K. R's 4th.
13. P. to Q. Kt's 4th.	13. Q. to Q's 2nd.
14. K. to R's 2nd	14. P. to Q. B's 3rd.
15. P. takes P.	15. Q. takes P.
16. B. to K. Kt's 5th.	16. K. R. to K's sq.

---

* Castling would have been more prudent; but play as he might, his game is not an enviable one

† This is very ingenious; if, in reply, Black take the other Bishop, he loses immediately by Kt. to K. B's 7th, and R. takes Q's Pawn.

‡ He had perhaps nothing better at command.

§ He ought rather to have taken the K's Kt. with Kt.; by taking the Bishop he exchanges a Piece in good play for one which is totally inactive.

17. B takes Kt.	17. B. takes B.
18. P. to K. Kt's 4th.	18. B. to K. Kt's 3rd.
19. Q to Q's 3rd.	19. B to K's 2nd.
20. K. R. to Q's sq.	20 K. R. to Q. B's sq.
21. R. to Q. R's 3rd.	21. Q. to Q B's 5th.
22. K. R. to Q. R's sq.	22. P. to Q's 4th
23. Kt. takes Q's P.	23. B. takes Q. Kt's P.
24. Q. takes Q.	24 R. takes Q.
25. R. takes Q. R's P.	25. R. takes R
26. R. takes R.	26. P. to K R's 3rd.
27. P. to Q. B's 3rd.	27. B. to Q. B's 4th.
28. Kt. takes K's P.	28. R. takes K's P.
29. Kt. to Q's 7th.	29. R. to Q R's 6th.*
30. Kt. takes B.	30. R. takes R.
31. Kt takes R.	

And wins.

BOARD No. IV.

Mr. Morphy and Lord Arthur Hay.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Lord A H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K B's 4th.	2. P. to Q's 4th.
3. P. takes Q's P.	3. P. to K's 5th.
4. Kt. to Q. B's 3rd.	4. P to K B's 4th.
5. B. to Q. B's 4th.	5. Kt. to K. B's 3rd.
6. K. Kt. to K's 2nd	6. B. to Q's 3rd
7. P. to Q's 4th.	7. Castles.
8. B. to K's 3rd.	8. K. to R's sq.
9. Castles.	9. P. to Q. B's 3rd.
10. P. takes P.	10. Kt. takes P.
11. P. to Q. R's 3rd	11. P. to Q. R's 3rd.
12. Q. to Q's 2nd.	12. Kt. to K's 2nd.
13. B. to Q. R's 2nd.	13. P. to Q. Kt's 4th.
14. Kt. to Q's sq.	14. Kt. to K. Kt's 3rd.
15. P. to Q. Kt's 3rd.	15. P. to Q. R's 4th.
16. P. to Q. B's 4th	16. P. takes P.
17. P. takes P.	17. B. takes Q. R's P.
18. P. to Q's 5th.	18. Q. to Q's 3rd.
19. Kt. to Q's 4th.	19. B. to Q. B's 4th.
20. Kt to Q. Kt's 5th.	20. Q. to Q. Kt's 3rd.
21. B. takes B.	21. Q. takes B. (ch.)

---

* The loss of a Piece is inevitable, play as he may.

22. Q. to Q's 4th	22. Q. takes Q. (ch.)
23. Kt. takes Q.	23. K. R. to Q's sq.*
24. Kt. to K's 3rd.	24. Kt. to K's 2nd.
25. K. R. to Q's sq.	25. R. to Q. R's 3rd.
26. Q. R. to Q. Kt's sq.	26. P. to K Kt's 3rd.
27. P to Q. B's 5th.	27. K. Kt. takes P.
28. Kt. takes Kt	28. Kt. takes Kt.
29. Kt. to Q. Kt's 5th.	29. R. to Q. B's 3rd.†
30. R. takes Kt.	30. R. takes R.
31. B. takes R.	31. R. takes P.
32. B. to Q. R's 2nd.	

And the game was abandoned as drawn.

BOARD No. V.

Mr. Morphy and Mr. Worrall.

KING'S KNIGHT'S OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1 P. to K's 4th.
2. Kt. to K B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. P. to K B's 4th.‡
4. P. to Q's 4th.	4. P. to Q's 3rd.
5. P. takes K's P.	5. Q. P. takes P.
6. Q. takes Q. (ch)	6. K takes Q.
7. B. to K. Kt's 5th (ch.)	7. Kt. to K B's 3rd.
8. Kt. to Q. B's 3rd.	8. B. to Q. Kt's 5th.
9. Castles on Q's side (ch.)	9. B. to Q's 3rd.
10. K. R. to K's sq	10. P. to K. R's 3rd.
11. B. takes Kt. (ch.)	11. P. takes B.
12. Kt. to Q. Kt's 5th.	12. K. to K's 2nd.
13. Kt. to K. R's 4th.	13. K. R. to Q's sq.
14. P. takes P.	14. K. to K's sq.
15. R. to K's 3rd.	15. R to Q's 2nd.

---

* Better, I think, to have moved the Bishop to Q. R's 3rd; the move made, however, has a purpose, that of staying the advance of the centre Pawns.

† Had Black played 29. P to K's 3rd, the reply would have been 30. Kt. to Q B's 7th; and, if 29. B to Q Kt's 2nd, White could have answered with 30. Kt to Q's 6th, or 30. Kt to Q. B's 3rd, in either case having a won game.

‡ Bold, perhaps over-bold, but a creditable attempt to impart spirit to the contest.

16. R. to K. Kt's 3rd.*	16. Kt. to K's 2nd.
17. B. to K's 6th.	17. P. to K's 6th.
18. B. takes R. (ch.)	18. B. takes B
19. R. takes B.	19. B. takes Kt.
20. R takes K. B's P.	

And Black resigns.

BOARD No. VI.

Mr. Morphy and Mr. Cunningham.

KING'S BISHOP'S OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. C.)
1. P to K's 4th.	1. P. to K's 4th.
2. B. to Q. B's 4th.	2. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Kt. to Q B's 3rd.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. to K's 5th.	6. Q. to K's 2nd.†
7. Castles.	7. Kt. to K. Kt's sq.
8. P. takes P.	8. B. to Q Kt's 3rd.
9. P. to Q's 5th.	9. Q. to Q. B's 4th.
10. Kt. to Q. R's 3rd.	10. Kt. to Q's 5th.
11. B. to K's 3rd.	11. Kt. takes Kt. (ch.)
12. Q. takes Kt.	12. Q. to K. B's sq.
13. B. takes B.	13. R. P. takes B.
14. Kt. to Q. Kt's 5th	14. K. to Q's sq.
15. Q. R. to Q. B's sq.‡	15. P. to Q's 3rd.
16. P. takes P.	16. P. takes P.
17. Q. to K's 3rd.	17. R. to Q. B's 3rd.
18. Kt. to Q. B's 7th.	18. Q. to K's 2nd.
19. Kt. to K's 6th (ch.)§	19. P. takes Kt.
20. B. takes R.	20. B. to Q's 2nd.‖
21. B. to Q. Kt's 5th.	21. K. to K's sq.
22. P. takes P.	22. Kt. to K. B's 3rd.
23. R. to Q. B's 8th (ch.)	

And Black surrendered.

---

* The game is no longer defensible.
† The usual, and by much the better move at this point, is 6, P
‡ The prelude to a beautiful series of moves on White's side.
§ Very elegant and ingenious.
‖ Had he taken the Bishop, he must have lost his Queen.

BOARD No. VII.

Mr. Morphy and Mr. Thrupp.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. B. to Q. B's 4th.	4. Q. to K. B's 3rd.
5. Kt to Q. B's 3rd.	5. Q. B. to K's 3rd.
6. B. to Kt's 5th (ch.)	6. Kt. to Q. B's 3rd.
7. P. to B's 5th.	7. B. to Q's 2nd.
8. Castles.	8. Q. to Q's sq.
9. P. to Q's 3rd.	9. K. B. to K's 2nd.
10. P. to K. Kt's 4th.	10. P. to K. R's 3rd.
11. B. to K's 3rd.	11. Kt. to Q's 5th.
12. B. takes B. (ch.)	12. Q. takes B.
13. Kt. to Q's 5th.	13. Kt. to K B's 3rd.
14. Kt. takes Kt. (ch.)	14. B. takes Kt.
15. P. to Q. B's 3rd.	15. Kt. to Q. B's 3rd.
16. P. to Q. B's 4th.	16. P. to K Kt's 4th.
17. Kt. to Q's 2nd.	17. P. to Q. Kt's 3rd.
18. Kt to Q. Kt's sq.	18. Kt. to K's 2nd.
19. Kt. to B's 3rd.	19. P. to Q. R's 3rd.
20. R. to Q Kt's sq.	20. Q. to Q. B's 3rd.
21. P. to Q. Kt's 4th.	21. K. to Q's 2nd.
22. Kt to Q's 5th.	22. Kt. takes Kt.
23. B. P. takes Kt.	23. Q. to B's 2nd.
24. P. takes P.	24. Q. Kt. P. takes P.
25. Q. to R's 4th (ch.)	25. K to K's 2nd.
26. R. to Kt's 3rd.	26. K. R to Q. Kt's sq.
27. K. R. to Q. Kt's sq.	27. R. takes R.
28. Q. takes R.	28. K. to B's sq.
29. Q. to Kt's 7th.	29. Q. takes Q.
30. R. takes Q.	30. B. to K's 2nd.
31. K. to B's sq.	31. P. to K. B's 3rd

And the game was declared drawn.

BOARD No. VIII.

Mr. Morphy and Mr. Barnes.

PETROFF'S DEFENCE.

WHITE. (Mr. M.	BLACK. (Mr. B.)
1. P. to K's 4th.	1 P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.
4. Kt. to K. B's 3rd.	4. Kt. takes P.
5. P. to Q's 4th.	5. P. to Q's 4th.
6. B. to Q's 3rd.	6. B to Q's 3rd.
7. Castles.	7. Castles.
8. P. to Q. B's 4th.	8. Kt to K. B's 3rd.
9. B. to K Kt's 5th.	9. B. to K's 3rd.
10. Q. to Q. Kt's 3rd.	10. P. takes P.
11. B. takes P.*	11. B. takes B.
12. Q. takes B.	12. Kt. to Q. B's 3rd.
13. Kt. to Q. B's 3rd.	13. P. to K. R's 3rd.
14. B. to K. R's 4th.	14. P. t K. Kt's 4th.
15. B. to K. Kt's 3rd.	15. Q. to Q's 2nd.
16. Kt. to K's 5th.	16. Q. to K's 3rd.
17. Q. takes Q.	17. P. takes Q.
18 Kt takes Kt.	18. P. takes Kt
19. K. R. to K's sq.	19. K. R. to K's sq.
20. Q. R. to B's sq.	20. Q. R. to Kt's sq.
21. P. to Q. Kt's 3rd.	21 R. to K's 2nd.
22. Kt. to Q. R's 4th.	22. R. to Kt's 5th.
23. B. to K's 6th.	23. B. takes B.
24. P. takes B.	24. Kt. to Q's 4th.
25. K. R. takes P.	25. R. to Q's 6th.
26. R. to Q. B's 2nd.	26. Kt. to Q. Kt's 6th.
27. Q. R. to K's 2nd.	27. Kt. to Q's 6th.
28. R. to Q's 2nd.	28. R. takes Kt.†
29. R. takes Kt.	29. R. takes P.,
30. R. to Q's sq.	30. R. to K. B's 2nd.
31. P. to K. B's 3rd.	

And the game was given up as a drawn battle.

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* Taking the Q. Kt's Pawn would cost White a piece.

† Well played: Black has now the better game, though the advantage *is perhaps insufficient to do more than ensure a remise.*

CHAPTER III.

GAMES PLAYED SIMULTANEOUSLY.

The five following games were conducted by Mr. Morphy at the same time against five well-known and able players; Messrs. de Riviere, Baden, Barnes, Bird, and Lowenthal. This performance took place in the smoking saloon of the St. James's Hall, April 26th, 1859; Mr. Morphy scoring two of the games, and the three others being drawn.

BOARD No. I.

Mr. Morphy and Mr. de Riviere.

TWO KNIGHTS' GAME.

WHITE. (Mr. de R.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd	2 Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to Kt's 5th.	4. P. to Q's 4th.
5. P. takes P.	5. Kt. to Q. R's 4th.
6. P. to Q's 3rd.	6. P. to K. R's 3rd.
7. Kt. to K. B's 3rd.	7. P. to K's 5th.
8. Q. to K's 2nd.	8. Kt. takes B.
9. P. takes Kt.	9. B. to Q. B's 4th.
10. P. to K. R's 3rd.	10. Castles.
11. Kt. to K. R's 2nd.	11. Kt. to K. R's 2nd.
12. Kt. to Q. B's 3rd.	12. P. to K. B's 4th.
13. B. to K's 3rd.	13. B. to Q. Kt's 5th.
14. Q. to Q's 2nd.*	14. B. to Q's 2nd.
15. P. to K. Kt's 3rd.	15. Q. to K's 2nd.
16. P. to Q. R's 3rd.	16. B. to Q's 3rd.
17. Kt. to K's 2nd.	17. P. to Q. Kt's 4th.
18. P. takes P.	18. B. takes P.
19. Kt. to Q's 4th.	19. B. to Q. B's 5th.
20. Kt. to K's 6th.	20. K. R. to K's sq.

'* Probably his best move. If he had played 11. B. to Q's 4th, Black could have answered with 14. P. to Q. B's 4th, &c.

21. Q. to Q's 4th *	21. B to Q. R's 3rd.
22. P. to Q. B's 4th.	22. P. to Q. B's 4th.
23. Q. to B's 3rd.†	23. B. to Q. B's sq.
24. Kt. to K. B's 4th.	24. R. to Q. Kt's sq.
25. R. to Q. Kt's sq.	25. P. to K. Kt's 4th.
26. Kt. to K's 2nd.	26. Kt. to B's sq
27. P. to K. R's 4th.	27. Kt. to Kt's 3rd.
28. P. takes P.	28. P. takes P.
29. Q. to Q. B's sq.	29. Kt. to K's 4th.
30. B. takes Kt's P.‡	30. Kt. to Q's 6th (ch.)
31. K. to B's sq.	31. Q. to K. Kt's 2nd.
32. Q. to Q's 2nd.	32. Kt. takes Kt's P.
33. Q. to B's 2nd.	33. B to R's 3rd.
34. B. to B's sq.	34. Kt. takes P.
35. Q. to Q. R's 4th.	35. Kt. to Q's 7th (ch.)§
36. K. to Kt's 2nd.	36. Kt. takes R.
37. Q. takes B.	37. R. to Q. Kt's 3rd.
38. Q. to R's 1th.	38. K R. to Q. Kt's sq.
39. Kt. to K. B's sq.	39. B. to K's 4th.
40. Kt. to K's 3rd.	40. P to K. B's 5th.
41. Kt. takes P.	41. B. takes Kt.
42. Kt. to K. B's 5th.	42. Q. to K B's 2nd.
43. B. takes B.‖	43. Q. takes Kt.
44. B. takes R.	44. R. takes B.
45. Q. takes Q. R's P.	45. R. to K. B's sq.
46. Q. takes P.	46. Q. to K. B's 6th (ch.)
47. K. to Kt's sq.	47. Kt. to Q. B's 6th.
48. R. to K. R's 4th.	48. Kt to K's 7th (ch.)
49. K. to R's 2nd.	49. Q. takes B's P. (ch.)
50. Q. takes Q.	50. R takes Q. (ch.)
51. K. to R's 3rd.	51. Kt. to Kt's 8th (ch.)
52. K. to Kt's 4th.	52. P. to K's 6th.
53. K. to R's 5th.	53. P. to K's 7th.
54. R. to K's 4th.	54. R. to K. B's 8th.

And wins.

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* Good: but 21. Q to Q. R's 8th looks better. In either case Black would do badly to take the Q's Pawn, because the Kt, would then capture the K. Kt's Pawn.

† Taking the Pawn with Kt. would have been very imprudent, as the student will soon discover on looking through the position.

‡ Well calculated; but we should hardly now take White's game for choice because of the formidable check impending.

§ Very clever; if White take it, Black can then capture the Rook with a check, and thus have time to save his K's Rook.

‖ This we conceive to be an error. He should have taken the K's Pawn with Queen, and then, notwithstanding the disparity in force, he would have had a very fine game.

BOARD No. II.

BETWEEN MESSRS. MORPHY AND BODEN.

SCOTCH GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th.	4. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. Kt. to K. B's 3rd.
7. P. takes P.	7. B. to Q. Kt's 3rd.
8. Kt. to Q. B's 3rd.	8. B. to K. Kt's 5th.
9. B. to K's 3rd.	9. Castles.
10. Q. to Q's 3rd.	10. Q. to Q's 2nd.
11. K. Kt. to Q's 2nd.	11. Q. Kt. to K's 2nd.
12. B. to Q. Kt's 3rd.	12. P. to Q's 4th.
13. P. to K's 5th.	13. Kt to K's sq.
14. P. to K. R's 3rd.	14. B. to K. R's 4th.
15. P. to K. B's 4th.	15. P. to K. B's 4th.*
16. K. to R's 2nd.	16. P. to Q. B's 3rd.
17. K. R. to K. Kt's sq.	17. K. to R's sq
18. K. B. to Q. B's 2nd.	18. B. to K. Kt's 3rd.
19. Kt. to K. B's 3rd.	19. K. Kt. to Q. B's 2nd.
20. P. to Q. Kt's 4th.	20. K. Kt. to K's 3rd.
21. K. Kt. to Q's 2nd.	21. Q. Kt. to K. Kt's sq
22. K. Kt. to Q. Kt's 3rd.	22. Q. Kt. to K. R's 3rd.
23. Q. Kt. to Q. R's 4th.	23. Q to K's 2nd.
24. Q. Kt. to Q. B's 5th.	24. Kt. takes Kt.
25. Kt. P takes Kt.	25. Kt. to K. Kt's 5th (ch.)
26. K. to R's sq.†	26. Q. to K. R's 5th.‡
27. K. R. to K B's sq.	27. Kt. takes Q's B.
28. Q. takes Kt.	28. B. to Q. B's 2nd.
29. Kt. to Q's 2nd.	29. Q. to K's 2nd.
30. Kt. to K. B's 3rd.	30. Q. R. to K's sq.

---

* 15. Q to K. B's 4th would not have been prudent, because of 16 $\frac{\text{Q takes Q.}}{\text{Kt. takes Q}}$ 17. $\frac{\text{Kt. takes P.}}{\text{Kt. takes Kt.}}$ 18. $\frac{\text{Kt takes Kt.}}{\text{B takes Q's P.}}$ 19. $\frac{\text{Q R to Q's sq.}}{\text{Q. R to Q's sq.}}$ 20. K. R. to K. B's 2nd, and Black must look after his Q's Bishop.

† Had he ventured 26. K to K Kt's 3rd, the following moves were on the cards: 26. $\frac{\text{P to Q's sq.}}{}$, 27 $\frac{\text{P takes Kt.}}{\text{Q. to K. R's 5th (ch.)}}$, 28. $\frac{\text{K to B's 3rd}}{\text{P takes P. (ch.)}}$, and wins the Queen.

‡ Threatening 27 $\frac{\text{Q to K Kt's 6th}}{}$ a winning move.

31. Q. R. to Q. Kt's sq.	31 P. to Q Kt's 3rd
32. B to Q. R's 1th,	32 P. to Q. Kt's 4th
33. B. to Q. R's 2nd,	33. P to Q. R's 4th,
34. K. R. to K. Kt's sq.	34. K B. to Q's sq.
35. P. to K. Kt's 4th.	35. Q. to K's 3rd
36. P. to K. Kt's 5th.	36. K. to Kt's sq.
37. P. to K R's 4th.	37. P. to K. R's 4th *
38. P. takes P. *en passant*.	38. K. R. to B's 2nd, †
39. K. R. to Kt's 2nd,	39. Q. B. to K. R's 4th,
40. Q. R. to K. Kt's sq.‡	40. Q. takes K. R's P.
41. Kt. to Kt's 5th.	41. K. B. takes Kt.
42. R P. takes B.	42. Q. to K. R's sq.
43. K. R. to K. R's 2nd.	43. P. to K. Kt's 3rd.
44. Q. R. to K. Kt's 3rd.	44. R. to K. R's 2nd.
45. Q. R. to K. R's 3rd.	45. Q R. to K's 2nd.
46. K. to Kt's sq.	46. B. to K. Kt's 5th.
47. R. to K. R's 6th.	47. R. takes R.
48. R. takes R.	48. R to K. R's 2nd.§
49. R takes P. (ch.)‖	49. K. to B's 2nd.
50 R to K R's 6th.	50. R. takes R.
51 P takes R.	51. Q. takes K. R's P.

And the game was drawn.

BOARD No. III.

Mr. Morphy and Mr. Barnes.

PLAYOFF'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. takes P.
4. Kt. to Q B's 3rd.	4. Kt. takes Kt.
5. Q. P. takes Kt.	5. P. to K. B's 3rd.
6. Castles.	6. Q. to K's 2nd.

---

* A mistake, apparently.

† Had he taken the Pawn, White would have won his Queen: a fact he overlooked when playing forward the K. R's Pawn.

‡ *Surely better to have taken the K. Kt's Pawn first.*

§ 48. Q. to K. Kt's 2nd appears to be a much safer move.

‖ Here Mr. Morphy lets slip an obvious opportunity of winning: he ought certainly to have played 49. P. to K's 6th.

7.	Kt. to K. R's 4th	7.	P. to Q's 3rd.
8.	Q. to R's 5th (ch.)	8.	K. to Q's sq.
9.	P. to K. B's 4th.	9.	B. to K's 3rd.
10.	B. takes B.	10.	Q. takes B
11.	P. takes P.	11.	Q. P. takes P.
12.	Kt. to Kt's 6th.	12.	B. to Q. B's 4th (ch)
13.	K. to R's sq.	13.	R. to K's sq.
14.	Q. takes K. R's P.	14.	Q. to K. Kt's sq.
15.	Q to R's 5th.	15.	Kt. to Q's 2nd.
16.	P. to Q. Kt's 4th.	16	B to Q's 3rd.
17.	B. to Q's 2nd.	17	Q. to K. B's 2nd.
18.	Q. to K. Kt's 4th.	18.	Q. to K's 3rd.
19.	Q. to K's 4th.	19.	Kt. to Q. Kt's 3rd,*
20.	Q. takes Kt's P.	20.	Q. to K. Kt's 5th.
21.	P. to Q. R's 4th	21.	R. to Q. B's sq.
22.	Q. R. to Q's sq.	22.	Q takes Kt.
23.	B. to K's 3rd.	23.	Kt. to Q. B's 5th.
24.	Q. to B's 6th	24.	Q. to K. B's 2nd.
25.	B. takes Q. R's P.	25.	P. to K's 5th.
26.	R. to Q's 4th.	26.	Q. to K. R's 4th.†
27.	R. to K. B's 4th ‡	27.	P. to K's 6th.
28.	P. to Kt's 4th.	28.	P. to K's 7th.§
29.	P. takes Q.	29.	P. to K's 8th becoming a Q. (ch)
30.	K. to Kt's 2nd.	30.	R to K's 7th (ch.)
31.	K. to R's 3rd.	31.	P. to K. B's 4th.
32.	Q takes Kt.	32	Q. to B's 8th (ch.)‖
33.	K. to R's 4th.	33	R. takes P. (ch.)
34.	K. to Kt's 5th.	34.	Q. to Kt's 7th (ch.)
35.	R. to Kt's 5th.	35.	P. takes R.
36.	Q. to K. B's 7th	36.	Q. to Q. B's 3rd.
37.	P. to Q. Kt's 5th.	37.	Q. to Q's 2nd.
38.	R. takes B.	38.	Q. takes R.

And wins.

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* Ingenious, tempting White to take the Q. Kt's Pawn, the capture of which loses him a Piece.

† Again Black plays very cleverly.

‡ This, perhaps, is his best move.

§ Conclusive: White must capture the Queen, after which all is plain sailing for his adversary.

‖ A charming termination; if White take the Queen, mate follows on the move.

BOARD No. IV.

Mr. Morphy and Mr. Bird.

CUNNINGHAM GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. B. to K's 2nd.
4. B. to Q. B's 4th.	4. B. to K's 5th (ch.)
5. P. to K. Kt's 3rd.	5. P. takes P.
6. Castles.	6. P. takes P. (ch.)
7. K. to R's sq.*	7. P. to Q's 4th.
8. B. takes P.	8. Kt. to K. B's 3rd.
9. B. takes P. (ch.)†	9. K. takes B.
10. Kt. takes B.	10. R. to K's sq.‡
11. P. to Q's 3rd.	11. B. to K. R's 6th.
12. Q. to R's 5th (ch.)	12. K. to Kt's sq.
13. R. takes Kt.	13. P. takes R.
14. Kt. to Q. B's 3rd.	14. R. to K's 4th.
15. Q. to K. B's 3rd.	15. Q. to Q's 2nd.
16. B. to K. B's 4th.	16. Kt. to Q. B's 3rd.
17. K. takes P.	17. R. to Kt's 5th.
18. R. to K. Kt's sq.	18. P. to K. R's 4th.
19. B. takes R.	19. P. takes B.
20. Kt. to Q's 5th.	20. Kt. to Q's 5th.
21. Kt. to B's 6th (ch.)	21. K. to R's sq.
22. Q. to K's 3rd.	22. Q. to Kt's 2nd.
23. Kt. takes K. R's P.	23. Q. to K. R's 2nd.
24. R. takes B.	24. Q. takes Kt.
25. Q. to K. R's 3rd.§	25. K. to R's 2nd.
26. P. to Q. B's 3rd.	26. Kt. to K's 3rd.
27. R to Kt's 6th.	27. Q. R. to K's sq.
28. R takes Kt.	28. R. takes R.
29. Q. takes R.	29. Q. takes Kt. (ch.)
30. Q. to R's 3rd.	30. Q. takes Q. (ch.)
31. K. takes Q	31. P. to Q. B's 4th.
32. K. to Kt's 4th.	32. K. to Kt's 3rd.
33. K. to B's 3rd.	33. K. to B's 3rd.
34. K. to K's 3rd	34. K. to K's 3rd.
35. P. to Q's 4th.	35. K. P. takes P. (ch.)

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* This very brilliant, but, for the second player, very hazardous Coup. hit rarely occurs in modern Chess warfare.

† Preferable either to 9. Kt. takes B., or 9. R. to Q. Kt's 3rd.

‡ The usual move is 10. R. to K. B's sq.

§ *Threatening to win the Queen.*

36. P. takes P.
37. K. takes P.
38. P. to K.'s 5th (ch.)
39. K. to K.'s 4th.
40. K. to Q.'s 5th.
41. P. to K.'s 6th (ch.)
42. K. to K.'s 5th.
43. P. to Q. R.'s 3rd.
44. K. to Q.'s 6th.

36. P. takes P. (ch.)
37. K. to Q.'s 3rd.
38. K. to K.'s 3rd.
39. K. to K.'s 2nd
40. K. to Q.'s 2nd.
41. K. to K.'s 2nd.
42. P. to Q. R.'s 3rd.
43. K. to K.'s sq.

And White wins.

BOARD No. V.

Mr. Morphy and Mr. Lowenthal.

RUY LOPEZ' KNIGHT'S GAMBIT.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P. to K.'s 4th.	1. P. to K.'s 4th.
2. Kt. to K. B.'s 3rd.	2. Kt. to Q. B.'s 3rd.
3. B. to Q. Kt.'s 5th.	3. P. to Q. R.'s 3rd.
4. B. to R.'s 4th.	4. Kt. to K. B.'s 3rd.
5. Castles.	5. B. to K.'s 2nd.
6 P. to Q.'s 4th.	6. P. takes P.
7. P. to K.'s 5th.	7. Kt. to K.'s 5th.
8. B. takes Q.'s Kt.	8. Q. P. takes B.
9. Q. takes P.	9. B. to K. B.'s 4th
10. Kt. to Q. B.'s 3rd.	10. B. to Q. B.'s 4th.
11. Q. takes Q. (ch.)	11. R. takes Q.
12. Kt. to K. R.'s 4th.	12. Kt. takes Q.'s Kt.
13 Kt. takes B.	13. Kt. to K.'s 7th (ch.)
14. K. to R.'s sq.	14. P. to K. Kt.'s 3rd.
15. Kt. to K. Kt.'s 3rd.	15. Kt. takes Kt. (ch.) .
16. R. P takes Kt.	16. P. to K. R.'s 3rd.*
17. R. to Q. Kt's sq.	17. K. to K.'s 2nd.
18. P. to Q. Kt's 4th.	18. B. to Q's 5th.
19. P. to K. B's 4th.	19. K. to K's 3rd.
20. R. to Q. Kt's 3rd.	20. P. to K. R's 4th.
21. R. to Q's 3rd.	21 B. to Q. Kt's 3rd.
22. K. R. to Q's sq.	22. R takes R.
23. R. takes R.	23. K. to B's 4th.
24. B. to Q's 4th.	24. R. to K. R's 2nd.
25. B. to Q's 4th.	25. P. to K. R's 5th.†

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* Apprehending 17. B. to K. Kt's 5th, and 18. B. to K. B's 6th.

† Up to this point the game has been utterly devoid of interest. Mr. Morphy now manages to infuse a momentary life into it, but it soon relapses into its normal dreariness.

26. B. takes B.	26. P. takes P. (dis. ch.)
27. K. to Kt's sq.	27. P. takes B.
28. R. to Q's 7th.	28. K. to K's 3rd.*
29. R. takes Q. Kt's P.	29. R. to R's 5th.
30. R. takes Q. Kt's P.	30. R. takes P.
31. R. *takes* P. (ch.)	31. K. *takes* P.
32. R. to Q. B's 5th (ch.)	32. K. to Q's 3rd.
33. R. to K. Kt's 5th.	33. R. takes Q. Kt's P.
34. R. takes P.	34. R. to Q. R's 5th.
35. P. to Q. R's 3rd.	35. R. to Q. B's 6th.
36. R. to Q's 3rd (ch.)	36. K. to K's 3rd.
37. R. to Q. Kt's 3rd.	37. R. takes P.
38. R. to Kt's 6th (ch.)	38. K. to B's 4th.
39. R. takes Q. R's P.	39. P. to Kt's 4th.
40. R. to Q. Kt's 6th.	40. R. to R's 7th.
41. R. to Kt's 3rd.	41. P. to Kt's 5th.
42. R. to Kt's 5th (ch.)	42. K. to B's 5th.
43. R. to Kt's 3rd.	43. P. to B's 4th.
44. P. to Kt's 3rd (ch.)	44. K. to K's 5th.
45. K. to B's sq.	45. K. to K's 4th.
46. K. to Kt's sq.	46. P. to B's 5th.

Drawn game.

CHAPTER IV.

CONSULTATION GAMES.

Game between Messrs. Morphy and Mongredion, consulting together against Messrs. Lowenthal and Medley.

PHILIDOR'S DEFENCE.

WHITE. (Messrs. L. and M.)	BLACK (Messrs. M. and M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.†
4. B. to Q. B's 4th.‡	4. Kt. to Q. B's 3rd.

* He dared not take the Pawn with King, *on account of* 29. P. to K's 5th.

† Mr. Morphy appears to be partial to this defence, but it is a very unfavorable one, nevertheless.

‡ A *far better game is obtained by the accustomed course*, 4. P. takes K's P. 5. Kt. to K. Kt's 5th, 6. P. to K's 6th, &c.
K. B's P. takes P. P. to Q's 4th

5. P. takes K's P.	5. Q. P. takes P.
6. Q. takes Q. (ch.)	6. Q. Kt. takes Q.
7. Kt. takes K's P.	7. P. takes P.
8. B. to Q's 2nd.	8. B. to Q's 3rd.
9. B. to Q. B's 3rd.	9. Kt. to K. B's 3rd.
10. P. to K. R's 3rd.	10. B. to K's 3rd.
11. Kt. to Q's 2nd.	11. Castles.
12. Castles.	12. K. Kt. to Q's 4th.
13. B. takes Kt.	13. B. takes B.
14. Q. Kt. to Q. B's 4th.	14. P. to Q. Kt's 4th.
15. Q. Kt. *takes* B.	15. P. *takes Kt.**
16. K. R. to Q's sq.	16. P. to K's 6th.
17. P. takes P.	17. B. takes K. Kt's P.
18. K. takes B.	18. P. takes Kt.
19. B. takes K's P.	19. Kt. to Q. B's 3rd.
20. B. to Q's 4th.†	20. Q. R. to K's sq.
21. K. R. to Q's 2nd.	21. Q. R. to K's 3rd.
22. Q. R. to K's sq.	22. Q. R. to K. Kt's 3rd (ch.)
23. K. to K. R's 2nd.	23. K. R. to K. B's 6th.
24. K. R. to K. Kt's 2nd.	24. Kt. takes B.
25. P. takes Kt.	25. Q. R. to K. R's 3rd.
26. Q. R. to K's 7th.	26. K. R. takes K. R's P. (ch.)
27. K. to Kt's sq.	27. K. R. to K. R's 8th (ch.)
28. K. to B's 2nd.	28. Q. R. to K. B's 3rd (ch.)
29. K. to K's 2nd.	29. Q. R. to K. B's 2nd.
30. Q. R. to K's 8th (ch.)	30. Q. R. to K. B's sq.

The game was declared a drawn battle.

Game played by Messrs. de Riviere and Journoud in consultation, against Mr. Morphy.

EVANS'S GAMBIT.

WHITE. (Messrs. J. and de R.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.

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* This loses Black a Pawn.

† 20. B. to K. B's 4th, would have given more freedom to White's pieces.

9. Q. B. to Q. Kt's 2nd.	9. Kt. to K. B's 3rd.
10. Q. Kt. to Q's 2nd.	10. Castles
11. P. to K's 5th.	11. P. takes P.
12. P. takes P.	12. Kt. to Q's 4th.
13. Q. Kt. to K's 4th.	13. Q. B. to K's 3rd.
14. K's Kt. to Kt's 5th.	14. P. to K. R's 3rd.
15. Kt takes B.	15. P. takes Kt.
16. Q. to K. Kt's 4th.	16. K. to R's sq.
17. Q. R. to Q's sq.	17. R. to K. B's 5th.
18. Q. takes K's P.	18. R. takes Kt.
19. B. takes Kt.	19. Kt. to Q's 5th.
20. R. takes Kt.	20. R. takes R.
21. B. takes R	21. B. takes B.
22. R. to K's sq.	22 Q. to K. Kt's 4th.
23. B. to K. B's 3rd.	23. R. to K. B's sq.
24. Q. to Q. B's 4th.	24. P. to Q. B's 4th.
25. P. to K's 6th	25. Q. to K's 2nd.
26. Q. to Q. R's 4th.	26. Q. to K. R's 5th.
27. Q. to Q. B's 2nd.	27. Q. to K's 2nd.
28. Q. to K. Kt's 6th.	28. R. to K. B's 3rd.
29. Q. to K's 4th.	29. R to K. B's sq.
30. P. to K. Kt's 3rd.	30. P. to Q. Kt's 4th.
31. R. to K's 2nd.	31. P. to Q. Kt's 5th.
32. B. to K. R's 5th.	32. P. to Q. R's 4th.
33. B. to B's 7th.	33. P. to Q. R's 5th.
34. Q. to Q. B's 2nd	34. R. to Q. R's sq.
35. Q. to K's 4th.	35. R. to Q. Kt's sq.
36. Q. to Q's 5th.	36. P. to Q. K's 6th.
37. P. takes P.	37. P. takes P.
38. B. to K. Kt's 6th.	38. P. to Q. Kt's 7th
39. B. to Q. Kt's sq.	39. R. to Q's sq.
40. Q. to K. B's 5th.	40. P. to K. Kt's 4th
41. Q. to K. Kt's 6th.	41. B. to K. B's 3rd.
42. Q. takes R's P. (ch.)	42. K. to Kt's sq.
43. Q. to Kt's 6th (ch.)	43. B. to K. Kt's 2nd
44. Q. to R's 7th (ch.)	44. K. to B's sq.
45. P. to K. R's 4th.	45. R. to Q's 8th (ch.)
46. K. to Kt's 2nd.	46. B. to B's 3rd.
47. P. takes P.	47. B. to Q's 5th.
48. Q. to K. B's 5th (ch.)	48. K. to Kt's sq.
49. Q. to K. Kt's 6th (ch.)	49. K. to R's sq.
50. R. to K's 4th.	50. Q. to Q. Kt's 2nd.
51. P. to K's 7th.	

And Black resigned.

Game between Messrs. Morphy and Barnes consulting together against Mr. Staunton and "Alter"

CENTRE COUNTER GAMBIT.

BLACK. (Messrs. M. and B.)	WHITE. (Messrs. S. and A.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3. Kt. to Q. B's 3rd.	3. Q. to Q's sq.
*4. P. to Q's 4th.	4 Kt. to K B's 3rd.
5. B. to Q's 3rd.	5 Kt. to Q. B's 3rd.
6. B. to K's 3rd	6. P. to K's 3rd.
7. Kt. to K. B's 3rd.	7. B. to Q's 3rd.
8. Castles	8. Castles
9. Q. to K's 2nd.	9. P. to Q. Kt's 3rd.
10. Q B to K. Kt's 5th.	10. B. to Q. Kt's 2nd.*
11. Q. Kt. to K's 4th.	11. B. to K's 2nd.
12 Kt takes Kt. (ch.)	12. B. takes Kt.
13. Q. to K's 1th.	13. P. to K. Kt's 3rd.
14. Q. to K. R's 4th.	14. B. takes B.
15. Kt takes B	15 P. to K. R's 4th.
16. P. to Q. B's 3rd	16. Q. to K. B's 3rd.
17. Q R. to K's sq	17 Kt. to K's 2nd.
18. P. to K. B's 4th.	18 Kt to K B's 4th.
19. Q to K R's 3rd	19. K. R. to K's sq.
20. Q. R to K's 5th.	20 Q. R to Q's sq.
21. K. R to K's sq.	21. Kt. to K. Kt's 2nd
22. P. to K. Kt's 4th.	22 P. to Q. B's 4th.†
23. B. to K's 4th.†	23 B. to Q R's 3rd.

* White, from the nature of the defence adopted, have already an inferior game.

† Instead of this attacking move, White might have obtained a safe, though somewhat crowded game, by playing 22. Q R. to Q's 4th

‡ Had they played the more forward game of 23. P takes Q B's P., or 23. B to Q Kt's 5th, or 23. B. to K's 2nd, many striking variations would have arisen, for example — 23. P takes Q B's P., 24. B to Q Kt's 5th, Q takes K. B's P. P to K B's 3rd

25. B. takes B best, P. takes R 26. B to B's 7th (ch.), K. to R's sq 27. Q to K's 1st, best, Q to Q's 7th 28 Q takes Q P. takes Q

29. Kt. takes K's P., Kt takes Kt. 30. B takes Kt P to K B's 4th, and wins

Again, if 23. B. to Q Kt's 5th R. R. to K's 2nd)

24. B to K's 2nd, P takes Q's P., 25. P takes K R's P, Kt. takes P 26 B takes Kt, P. takes B 27. Q takes K R's P. Q to K Kt's 2nd)

28. K to R's 2nd, P takes Q B's P. 28. R to K. Kt's sq. (If 28. Kt to B's 4th R. to Q's 7th (ch.), and Black cannot win the game) 28. K. to Q's 7th (ch.), 29 K to R's sq, or 29. K to K's 3rd, 29. K R to Q's 2nd, and White have a winning position. Again, if 23 B to K's 2nd, 24. P takes K R's P, 25 B takes Kt., 26. Q takes P, &c. P takes Q's P. Kt. takes P. P takes B Q. to K. Kt's 2nd

as in the preceding variation.

21.	P. takes K. R's P.	24.	Kt. takes P.
25.	B. to K. B's 3rd.	26.	P. takes Q's P.
26.	B. takes Kt.	26.	P. takes B.
27.	Q. takes K. R's P.	27.	Q. to K. Kt's 2nd.
28.	K. to K. B's 2nd.	28.	Q. to K. B's 3rd.*
29.	Q. to K. R's 4th.	29.	B. to Q's 6th.
30.	Q. to K. Kt's 3rd.	30.	B. to K. Kt's 3rd.
31.	P. to K. B's 5th.†	31.	B. takes P.
32.	Kt. to K's 4th (dis. ch.)	32.	Q. to K. Kt's 3rd
33.	Kt. to K. B's 6th (ch.)	33.	K. to B's sq.
34.	Q. takes Q.	34.	B. takes Q.‡
35.	Kt. takes R.	35.	K. takes Kt.
36.	P. to K. R's 4th.	36.	P. to Q's 6th.
37.	K. to K's 3rd.	37.	K. to K's 2nd.
38.	K. to Q's 2nd.	38.	R. to Q's 3rd.§
39.	R. to K. Kt's 5th.	39.	K. to K. B's 3rd.
40.	R. to K. B's sq. (ch.)	40.	B. to K. B's 4th.
41.	R. to K. Kt's 8th.	41.	R. to Q's 4th.
42.	P. to K. R's 5th.	42.	R. to K's 4th.
43.	R. to K. B's 2nd.	43.	R to K's 5th
44.	R. to K. R's 2nd.	44.	B. to K. R's 2nd.
45.	R. to K. R's 8th.	45.	K. to Kt's 2nd.
46.	R. to Q. R's 8th.	46.	K. to R's 3rd.
47.	R. takes Q. R's P.	47.	R. to K. B's 5th.
48.	R. to Q. Kt's 7th.	48.	P. to K's 4th.
49.	R. takes P. (ch.)	49.	P. to K. B's 3rd.
50.	P. to Q. R's 4th.	50.	P. to K's 5th.
51.	R. to K's 6th.	51.	R. to K. B's 6th.
52.	P. to Q. R's 5th.		

And after a few more moves, White resigned.

Game played by Mr. Morphy against H. R. H. the Duke of Brunswick, and Count Isouard consulting;

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Allies.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. Kt. to K. B's 3rd.	2. P. to Q's 4th.

---

* If 28. P takes Q B's P., 29. Kt. to K's 4th, &c.

† Very cleverly played.

‡ 34. P. takes Q. would perhaps have been better play.

§ White imprudently played to win through the strength of their centre Pawns, they should have been content to draw by the obvious means of 38. B. to K. B's sq.

3. P. to Q's 4th.	3. B. to K. Kt's 5th.
4. P. takes P.	4. B. takes Kt.
5. Q. takes B.	5. P. takes P.
6. B. to Q. B's 4th.	6. Kt. to K. B's 3rd.
7. Q. to Q. Kt's 3rd.	7. Q. to K's 2nd.
8. Kt. to Q. B's 3rd.	8. P. to Q. B's 3rd.
9. B. to K. Kt's 5th.	9. P. to Q. Kt's 4th.
10. Kt. takes P.	10. P. takes Kt.
11. K. B. takes Kt's P. (ch.)*	11. Q. Kt. to K's 2nd.
12. Castles on Q's side.	12. R. to Q's sq.
13. R. takes Kt.	13. R. takes R.
14. R. to Q's sq.	14. Q. to K's 3rd.
15. B. takes R. (ch.)	15. Kt. takes B.
16. Q. to Q. Kt's 8th (ch.)	16. Kt. takes Q.
17. R. to Q's 8th, mate.	

Game played by Mr. Morphy against Mr. Chamouillet and Amateurs of the Cercle d'Echecs of Versailles.

FRENCH OPENING.

WHITE. (Mr. M.)	BLACK. (The Allies.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.	5. B. to Q's 3rd.
6. Castles.	6. Castles.
7. Kt. to Q. B's 3rd.	7. P. to Q. B's 4th.
8. P. takes P.	8. K. B. takes P.
9. Q. B. to K. Kt's 5th.	9. Q. B. to K's 3rd.
10. Q. to Q's 2nd.	10. Kt. to Q. B's 3rd.
11. Q. R. to Q's sq.	11. B. to K's 2nd.
12. K. R. to K's sq.	12. P. to Q. R's 3rd.
13. Q. to K. B's 4th.	13. Kt. to K. R's 4th.
14. Q. to K. R's 4th.	14. P. to K. Kt's 3rd.
15. P. to K. Kt's 4th.	15. Kt. to K. B's 3rd.
16. P. to K. R's 3rd.	16. R. to Q. B's sq.
17. P. to Q. R's 3rd.	17. R. to K's sq.
18. Kt. to K's 2nd.	18. P. to K. R's 4th.
19. Kt. to K. B's 4th.	19. Kt. to K. R's 2nd.
20. Kt. takes B.	20. P. takes Kt.
21. R. takes P.	21. B. takes B.
22. R. takes P. (ch.)	22. K. to B's sq.

This is superior to the more obvious course of 11. R to Q's 4th, but either wins.

23. Q. takes P.*	23. R. to Q. B's 2nd.
24. Kt. takes B.	24. K. R. to K's 2nd.
25. Q. to K. R's 6th (ch.)	25. K. to K's sq.
26. R. to K. Kt's 8th (ch.)	

And wins.

Game played by Mr. Morphy against Mr. C. F. St. Amant and an Amateur in consultation.

GIUOCO PIANO.

WHITE. (The Allies.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.†	6. B. to Kt's 5th (ch.)
7. B. to Q's 2nd.	7. B. takes B. (ch.)
8. Q. Kt. takes B.	8. P. to Q's 4th.‡
9. P. takes P.	9. K. Kt. takes P.
10. Castles.	10. Castles.
11. P. to K. R's 3rd.	11. Kt. to K. B's 5th.
12. K. to R's 2nd.§	12. Q. Kt. takes P.
13. Kt. takes Kt	13. Q. takes Kt.
14. Q. to Q. B's 2nd.	14. Q. to Q's 3rd.
15. K. to R's sq.	15. Q. to K. R's 3rd.
16. Q. to Q. B's 3rd.	16. B. to K. B's 4th.
17. K. to R's 2nd.	17. Q. R. to Q's sq.
18. Q. R. to Q's sq.	18. B. takes K. R's P.‖
19. P. takes B.	19. R. to Q's 6th.
20. Q. takes R.	20. Kt. takes Q.
21. B. takes Kt.	21. Q. to Q's 3rd (ch.)
22. P. to K. B's 4th.	22. Q. takes B.

And wins.

The capture of the Bishop would have been equally effective, though not so artistic as taking the Pawn.

† The move usually preferred is 6. P. to K's 4th.

‡ This demonstrates the weakness of White's sixth move. Black now breaks up the centre Pawns, and has at least as good a game as his opponents.

§ This sacrifice of a valuable Pawn is apparently purposeless, and such play on the part of Mr. St. Amant would be unaccountable, but for the fact that he is well known to have abandoned Chess in a great measure for the last twelve or fourteen years.

‖ Quite sound.

CHAPTER V.

MISCELLANEOUS GAMES.

The following games compise all, we believe, of any interest which, Independent of those in Matches, Mr. Morphy contested during his visit to England and France.

Three of six off-hand skirmishes between Messrs. Morphy and Anderssen prior to their match. The other three will be found at pp. 312, 313, and 314

GAME FIRST.

KING'S KNIGHT'S GAMBIT.

WHITE (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4 B. to K. Kt's 2nd
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. Kt. to Q. B's 3rd.
7. Q. to Q. Kt's 3rd.	7. Q. to K's 2nd.*
8. P. to Q's 4th.	8. P. to Q. R's 3rd.†
9 Kt. takes K. Kt's P.	9. Q. takes Kt.
10. K. B. takes K. B's P. (ch.)	10. K. to Q's sq.
11. Q. B. takes P.	11. Q. to K's 2nd.
12. K. B. takes Kt.	12. Q. B. to K. Kt's 5th
13. Kt. to Q's 2nd	13. K. to Q's 2nd.
14. K. B. to Q's 5th,	14. Kt. to Q's sq.
15. K. B. takes Q. Kt's P.	15. Kt. takes B.
16. Q. takes Kt.	16. P. to Q. R's 4th.
17. B. takes Q's P.	17. B. takes Q's P. (ch.)
18. P. takes B.	18. Q. takes B.
19. R. to K. B's 7th (ch.)	

And White wins.

GAME SECOND.

KING'S KNIGHT'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4. B. to K. Kt's 2nd.
5. Castles.	5. P. to Q's 3rd.
6. P to Q. B's 3rd.	6. Kt. to Q. B's 3rd.

* It is almost needless to remark, that 7. Q to Kt's 3rd is bad on account of 8. B. taken R's P (ch.), K. to B's sq. 9. Q to Q R's 4th, or 9. Q to Q's 5th, &c.

† 8. P. to K. R's 3rd would have been better play.

7. Q. to Q. Kt's 3rd.	7. Q to K's 2nd.
8. P. to Q's 4th.	8. Kt. to K. B's 3rd.*
9. Kt. takes K. Kt's P.	9. Kt. takes K's P.
10. B. takes K. B's P. (ch.)	10. K. to Q's sq.
11. Kt. takes Kt.	11. Q. takes Kt.
12. Q. B. takes P.	12. Q. B. to K. R's 6th.
13. P. takes B.	13. Kt. takes Q's P.
14. Kt. to Q's 2nd.	14. Kt. to K's 7th (ch.)
15. K. to K. B's 2nd.	15. Q. takes B. (ch.)
16. K. takes Kt.	16. Q. to K. Kt's 4th
17. Q. R. to K's sq.	17. B. to K. R's 3rd.
18. Q. to Q's 5th.	18. K. R. to K's sq. (ch.)
19. K. to Q's sq.	

And Black resigns.

GAME THIRD.

KING'S BISHOP'S GAMBIT.

WHITE. (Mr. A.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2 P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.†
4. P. to K's 5th.	4. P. to Q's 4th.
5. B. to Q. Kt's 3rd.	5. Kt. to K's 5th.
6. Kt. to K. B's 3rd.	6. B. to K. Kt's 5th
7. Castles.	7. Kt. to Q. B's 3rd.
8. B. to Q. R's 4th.‡	8. P. to K. Kt's 4th
9. B. takes Kt. (ch.)	9. P. takes B.
10. P. to Q's 4th.	10. P. to Q. B's 4th
11 P. to Q. B's 3rd.	11. B. to K's 2nd.
12. P. to Q. Kt's 4th.	12. P. takes Kt's P.
13. P. takes P.	13. Castles.
14. Q. to Q. Kt's 3rd.	14. R. to Q. Kt's sq.
15. P. to Q. R's 3rd.	15. P. to Q. B's 4th.*
16. Kt. to Q. B's 3rd.	16. Kt. takes Kt.
17. Q. takes Kt.	17. P. takes Kt's P.
18. P. takes P.	18. K. B. takes P.
19. Q. to Q's 3rd.	19. P. to Q. R's 4th.
20. P. to K. R's 4th.§	20. P. to K. R's 3rd.

* This is upon a par with Black's eighth move in the preceding game, and is such play as we look for in a player who takes the odds of a Knight from Mr. Anderssen.

† This is unusual, and has perhaps never yet received the consideration it deserves.

‡ If 8. P. to Q's 4th Black can take it with impunity; threatening B. to Q. B's 4th next move.

§ White in a game of importance would have examined the consequences of 20. $\frac{\text{Kt. takes P.}}{\text{Q. takes kt,}}$ 21. K. R. takes P., &c. I believe the attack will more than compensate the sacrifice.

21. P. takes P.	21. P. takes P.
22. P. to K. Kt's 3rd.*	22. R. to Q. Kt's 3rd.
23. R. to Q. R's 2nd.	23. R. to K. Kt's 3rd.
24. R. to K. Kt's 2nd.	24. B. to K. R's 6th.
25. P. to K's 6th.	25. B. takes R.
26. P. takes P. (ch.)	26. K. to Kt's 2nd.
27. K. takes B.	27. Q. to Q. B's sq.
28. Kt. to K's 5th.	28. R. to K. R's 3rd.
29. P. takes P.	29. K. R. to K. R's sq.
30. P. takes P.	30. Q. R. to R's 7th (ch.)
31. K. to Kt's sq.	31. Q. R. to R's 8th (ch.)
32. K. to B's 2nd.	32. K. R. to R's 7th (ch.)
33. K. to K's 3rd.	33. R. to R's 6th (ch.)
34. Kt. to K. B's 3rd.	34. R. takes Kt. (ch.)
35. R. takes R.	35. Q. takes B. (ch.)

And White resigns.

GAME I.—PLAYED BETWEEN MR. MORPHY AND MR. DE RIVIERE.

EVANS'S GAMBIT.

WHITE. (Mr. de R.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd
9. B. to Q. Kt's 2nd.	9. Kt. to K. B's 3rd.
10. Q. Kt. to Q's 2nd.	10. Castles.
11. P. to K. R's 3rd.†	11. P. to Q's 4th.
12. P. takes P.	12. K. Kt. takes P.
13. Q. Kt. to K's 4th.	13. B. to K. B's 4th.
14. Q. Kt. to Kt's 3rd.	14. B. to K. Kt's 3rd.
15. K. Kt. to K's 5th.	15. Kt. to K. B's 3rd.
16. Kt. takes B.	16. K. R. P. takes Kt.
17. B. to Q. R's 3rd.	17. R. to K's sq.
18. Q. to Q. Kt's 3rd.	18. Q. to Q's 2nd
19. Q. R. to Q's sq.	19. Kt. to Q. R's 4th.
20. Q. to Q's 3rd.	20. Q. R. to Q's sq.

Again, I believe 22. Kt. takes P. to be a sound move.

† 10. P. to Q's 5th is preferable. The move in the text enables Black to play 10. P. to Q's 4th, and thus break up White's centre.

21. B. to Q. Kt's 2nd.	21. Kt. takes K's B.
22. Q. takes Kt.	22. Q. to Q's 4th.
23. Q. to Q. R's 4th.	23. P. to Q. B's 3rd.
24. R. to Q's 3rd.	24. P. to Q. B's 4th.
25. K. R. to Q's sq	25. P. to Q. B's 5th.
26. R. to K's 3rd.	26. B. to Q. B's 2nd.
27. Kt. to B's sq.	27. P. to Q. R's 4th.
28. R. takes R. (ch.)	28. R. takes R.
29. Kt. to K's 3rd.	29. Q. to Q's 3rd.
30. Q. takes Q. B's P.*	30. Q. to R's 7th (ch.)
31. K to B's sq.	31. Kt. to K's 5th.†
32. B. to Q. B's sq	32. B. to K. B's 5th.
33. Q. to B's 2nd.	33. B. takes Kt.
34. B. takes B.	34. Q. to R's 8th (ch.)
35. K. to K's 2nd.	35. Q. takes Kt's P.
36. K. to Q's 3rd.	36. Q. to B's 6th.
37. R. to K's sq.	37. Q. to B's 4th.
38. K. to K's 2nd.	38. Q. to R's 4th (ch.)
39. K. to Q's 3rd.	39. Q. to Q. Kt's 4th (ch.)
40. Q. to B's 4th	40. Kt. takes P. (ch)‡.
41. B. takes Kt.§	41. Q. to K. B's 4th (ch.)
42. K. to Q's 2nd.	42. Q. takes B. (ch.)
43. R. to K's 2nd.	43. R. takes R. (ch.)
44. Q. takes R.	44. Q. takes Q. (ch.)

And White resigns.

Game II.—Between the same Players.

Evans' Gambit.

White. (Mr. de R.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P takes P.

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30. P. to K. Kt's 3rd, would have been followed by 30. R takes Kt., &c.

† He might have won, probably, by now taking the Kt. with Rook, but the course pursued was the safer one.

‡ Well planned, indeed.

§ Had he refused to take the Kt., Black would equally have won; for suppose:—41. K to Q. B's 3rd / R. takes B. (ch.), 42. R. takes R. / Kt. to Q's 8th (ch.), 43. K to Q's 3rd / Kt. to Q. Kt's 7th (ch.), &c.

8.	P. takes P.	8.	B. to Q. Kt's 3rd.
9	P. to Q's 5th.	9.	Kt. to Q. R's 4th.
10.	K. B. to Q's 3rd.	10.	K. Kt. to K's 2nd.
11.	Q. B. to Q. Kt's 2nd.	11.	Castles
12.	Q. Kt. to Q's 2nd.	12.	K. Kt. to Kt's 3rd.
13.	K. Kt. to Q's 1th.	13.	Q. to K. B's 3rd.
14.	Q. Kt. to K B's 3rd.	14.	Q. R. to K. Kt's 5th.
15.	Q. to Q B's 2nd.	15.	Q. B takes Kt.
16.	Kt. takes B.	16.	K. Kt. to K's 1th.
17.	K. to R's sq.*	17.	Q. to K's 2nd.
18.	Kt. takes Kt.	18.	P. takes Kt.
19.	P. to K. B's 4th.	19.	P. to K. B's 3rd.
20.	Q. to Q. B's 3rd	20.	B. to Q's 5th.
21.	Q. takes Kt.	21.	B. takes B.
22	Q. R. to Q Kt's sq.	22.	P. to Q. Kt's 3rd.
23.	Q. to Q's 2nd.	23.	B. to Q's 6th.
24.	P. to K. B's 5th.	24.	P. to Q. R's 3rd.
25.	B. to Q B's 1th.	25.	Q. to Q's 3rd.
26.	P. to Q. R's 4th.	26.	K. R to Q. Kt's sq.
27.	Q. R. to Q. Kt's 3rd.	27.	K to B's sq.
28.	Q. to K's 2nd.	28.	P. to Q. Kt's 4th.
29.	P. takes P.	29.	P. to Q. R's 4th.
30.	Q R. to K. Kt's 3rd.	30.	P. to Q. R's 5th.
31.	Q. to K. R's 5th.	31.	P. to K. R's 3rd.
32.	Q. to K. Kt's 6th.†	32.	Q. to K's 2nd.
33.	P. to Q's 6th	33.	P. takes P.
34.	Q. takes K. R's P.‡	34.	Q. to K. B's 2nd.§
35.	Q. to K. R's 8th (ch.)‖	35.	K. to K's 2nd.
36.	Q. R. takes P.¶	36.	K. R. takes Q.
37.	Q. R. takes Q. (ch.)	37.	K. to K's sq.
38.	Q. R takes K B's P.	38.	P. to Q. R's 6th.
39.	B. to Q. R's 2nd.	39.	Q. R. to Q. B's sq.
40.	P. to Q. Kt's 6th.	40.	K. to Q's 2nd.

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* The opening is particularly well played by Mr. de Rivière.

† From this point Mr de Rivière has the game in his hand.

‡ Had he played Q. to K. R's 7th, Black would have been without resources. After the move made, indeed, so overwhelming is the attack, Mr. de Rivière could have won easily.

§ Ingenious, but unavailing, if White play correctly.

‖ A sad error, after fighting so gallantly, that victory seemed certain. He had only to play Q. to K. R's 7th, and Mr. Morphy must have resigned, *e.g. gr.* :— 35. Q. to K. R's 7th, Q takes B. *best.* 36 Q takes Kt's P. (ch), K. to K's sq. 37. Q to K R's 8th (ch), and wins.

¶ Mr. de Rivière, irritated naturally at having overlooked so sure and easy a road to victory, appears now to have played altogether *a la Hongroise*. He would still have had by far the better game if he had simply taken the Rook. The Pawns would have been equal, and he left with the advantage of two Rooks against a Rook and Bishop.

41. P. to Q. Kt's 7th.
42. B. to K's 6th (ch.)
43. K. R. to Q. Kt's sq.
44. B. to Q. Kt's 3rd.
45. R. takes R.
46. B. to Q. R's 2nd.
47. R. takes P.

11. Q. R. to Q. B's 7th.
42. K. to Q. B's 2nd.
43. K. to Q. Kt's sq.
44. Q. R. to Q. Kt's 7th.
45. P. takes R.
46. K. takes P.
47. R. to Q. R's sq.

And White resigned.

GAME IV.—BETWEEN THE SAME PLAYERS.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (M. de R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. P. to Q's 5th.	9. Q. Kt. to K's 2nd.
10. P. to K's 5th.	10. P. takes P.
11. Kt. takes P.	11. Kt. to K. B's 3rd.
12. B. to Q. Kt's 5th (ch.)	12. P. to Q. B's 3rd.
13. P. takes P.	13. Castles.
14. B. to Q. R's 3rd.	14. B. takes P. (ch.)*
15. K. to R's sq.	15. Q. to Q. Kt's 3rd.
16. Q. B. takes Kt.	16. Q. takes K. B.
17. Kt. to K. B's 3rd.	17. Kt. to K's 5th.
18. Q. Kt. to Q's 2nd.	18. B. to Q. B's 4th.
19. B. takes R.	19. Kt. takes Kt.
20. Q. takes Kt.	20. B. takes B.
21. Q. to Q's 8th.	21. P. takes P.
22. Kt. to Kt's 5th.	22. B. to K. R's 6th.
23. Q. to Q's 2nd.	23. B. to K. B's 4th.
24. P. to Q. R's 4th.	24. Q. to Q's 6th.
25. Q. to Q. R's 2nd.	25. B. to Kt's 3rd.
26. Kt. takes K. B's P.	26. Q. to Q's 4th.
27. Kt. to K's 5th.	27. B. to K's 5th.
28. K. R. to K's sq.	28. Q. takes Q.
29. R. takes Q.	

And Black resigned.

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* This is cleverly conceived, and for a moment it promises to relieve Black in some measure from the attack.

GAME I.—BETWEEN MR. MORPHY AND MR. LOWENTHAL.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th	4 B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Kt's 3rd.
9. P. to Q's 5th.	9. Q Kt. to K's 2nd.
10. P. to K's 5th	10. Kt. to K. Kt's 3rd.
11. P. to K's 6th.	11. P. takes P.
12. P. takes P.	12. K. Kt. to K's 2nd.
13. Kt. to Kt's 5th.	13. Castles.
14. Q. to K. R's 5th.	14. P. to K. R's 3rd.
15. Kt. to K B's 7th.	15. Q. to K's sq.
16. B. to Q. Kt's 2nd.*	16. P. to Q's 4th.
17. B takes K. Kt's P †	17. R. takes Kt.‡
18. P. takes R. (ch.)	18. Q. takes P.
19. B. to Q Kt's 2nd.	19. P. takes K's B.
20. Kt. to Q's 2nd	20. B. to K. B's 4th.
21. Q. R. to K's sq.	21. R. to Q's sq.
22. Kt. to K. B's 3rd.	22. B, to Q's 6th.
23. Q. takes K. R's P.	23. Q. to K. R's 2nd.
24 Q. to K. Kt's 5th.	24. R to Q's 4th.§
25. R. takes Kt.	25. R. takes Q.
26. R. takes Q.	26. R. takes K. Kt's P. (ch.)
27. K. takes R.	27. B. takes R. (ch.)
28. K takes B.	28. K takes R.
29. Kt. to Q's 2nd.	29. B. to B's 4th.
30. Kt. takes P.	30. P. to Kt's 4th.

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* Intending, apparently, to take the K. R's Pawn with his Kt.

† If he had taken the Q's Pawn with Bishop, Black might have replied with 17. $\frac{\text{Q to Q Kt's 4th.}}{}$

‡ 17. Q B takes P, looks to me a stronger move, if then 18. $\frac{\text{B. takes R.}}{\text{Q takes B.}}$ 19. $\frac{\text{Kt takes R's P. (ch.)}}{\text{K to Kt's 2nd}}$, 20. $\frac{\text{B to Q's 3rd}}{\text{Q. to K. B's 3rd}}$, and Black has, I think, a decisive superiority.

§ A blunder, we presume. Black would hardly have thrown away a Piece intentionally.

31. Kt. to K's 5th	31. Kt. takes Kt.
32. B. takes Kt.	32. B. to Q's 3rd.
34. B. to Q's 4th.	33. P. to B's 4th.
34. B. to K's 3rd.	34. P. to R's 4th.
35. K. to K's 2nd.	35. P. to R's 5th.
36. K. to Q's 3rd.	36. P. to R's 6th.
37. B. to Q. B's sq.	37. K. to Kt's 3rd.
38. K. to K's 1th.	38. P. to B's 5th.
39. P. to B's 4th.	39. P. to Kt's 5th.
40. B. takes R's P.	40. P. takes B.
41. K. to Q's 4th.	41. B. takes P.
42. K. takes P.	42. B. takes P.
43. K. to Kt's 3rd.	43. B. to Q's 3rd.
44. K. to B's 2nd.	

And the game was drawn.

Game II.—Between the same Players.

Ruy Lopez' Knight's game.

White. (Mr. L.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. P. to Q. R's 3rd.
4. B. to Q. R's 4th.	4. Kt. to K. B's 3rd.
5. Castles.	5. P. to Q. Kt's 4th.
6. B. to Kt's 3rd.	6. B. to Q. B's 4th.†
7. P. to Q. B's 3rd.	7. P. to Q's 3rd.
8. P. to Q's 4th.	8. P. takes P.
9. P. takes P.	9. B. to Q. Kt's 3rd.
10. B. to K. Kt's 5th.	10. B. to Q. Kt's 2nd.
11. Kt. to Q. B's 3rd.	11. Kt. to K's 2nd.
12. K. R. to K's sq.	12. P. to K. R's 3rd.
13. B. to K. R's 4th.	13. P. to Kt's 4th.
14. B. to K. Kt's 3rd.	14. K. to B's sq.
15. Q. to Q's 3rd.	15. P. to Q. B's 4th.
16. P. to K's 5th.	16. P. takes K's P.
17. B. takes K's P.	17. K. to Kt's 2nd.
18. Kt. to K's 4th.	18. B. takes Kt.
19. Q. takes B.	19. Kt. to K. Kt's 3rd.
20. Q. to Q. Kt's 7th.	20. R. to Q. R's 2nd.
21. Q. to B's 6th.	21. P. to Q. B's 5th.
22. B. to Q. B's 2nd.	22. B. to Q. B's 2nd ‡

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* This ensures a drawn game.

† The safer move, probably, is 6. R. to K's 2nd

‡ He ought rather to have taken the Bishop with his Q's Kt.

23. Q. R. to Q's sq.	23. Q. to K's 2nd.*
24. K. B. takes Q's Kt.	24. K. takes B.
25. P. to Q's 5th.	25. B. takes B.
26. Kt. takes B. (ch.)	26. K. to Kt's 2nd.
27. Kt. to K. Kt's 6th.	27. Q. to Q's sq.
28. Kt. takes R.	28. K. takes Kt.
29. P. to Q's 6th.	29. K. to Kt's 2nd
30. P. to Q. R's 4th.	30. R. to Q's 2nd.
31. P. takes P.	31. P. takes P.
32. Q. takes Q. Kt's P.	32. R. takes P.
33. R. takes R.	33. Q. takes R.
34. Q. takes Q. B's P.	34. P. to K. R's 4th.
35. P. to K. R's 3rd.	35. Kt. to Q's 2nd.
36. R. to K's 3rd.	36. Kt. to K's 4th.
37. R. takes Kt.	37. Q. takes R.
38. Q. to Q. B's 3rd.	

And Black resigns.

GAME III.—BETWEEN THE SAME PLAYERS.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. P. to Q's 5th.	9. Kt. to K's 4th.
10. Kt. takes Kt.	10. P. takes Kt.
11. B. to Q. Kt's 2nd.	11. Q. to K's 2nd.
12. B. to Q. Kt's 5th (ch.)	12. B. to Q's 2nd.
13. B. takes B. (ch.)	13. K. takes B.
14. Q. to K. Kt's 4th (ch.)	14. P. to K. B's 4th.
15. Q. takes P. (ch.)	15. K. to K's sq.
16. B. takes P.	16. Kt. to K. R's 3rd.
17. Q. to B's 4th.	17. K. to Q's 2nd.
18. Kt. to Q's 2nd.	18. Q. R. to K's sq.
19. Kt. to Q. B's 4th.	19. B. to B's 4th.
20. Q. R. to Q's sq.	20. B. to Q's 3rd.
21. B. takes B.	21. P. takes B.
22. R. to Q. Kt's sq.	22. P. to Q. Kt's 3rd.

Would not 23. Kt. to K. B's 5th have been better play?

22. K. R. to Q. B's sq.	23. Q. to K. B's 3rd.
24. Q. to K's 3rd.	24. Kt. to Kt's 5th.
25. Kt. takes P. (ch.)	25. P. takes Kt.
26. R. to B's 7th (ch.)	26. K. to Q's sq.*
27. Q. takes P.	27. Q. takes P. (ch.)
28. Q. takes Q.	28. Kt. takes Q.
29. R. to Q. R's 7th.	

And Black resigned.

GAME I.—BETWEEN MR. MURPHY AND MR. BODEN.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.†	4. Q. B. to K. Kt's 5th.
5. B. to K's 2nd.	5. Kt. to Q. B's 3rd.‡
6. P. to Q. Kt's 4th.	6. B. to Q. Kt's 3rd.
7. P. to Q. Kt's 5th.	7. Q. Kt. to Q. R's 4th.§
8. P. to Q's 4th.	8. Q. B. takes Kt.
9. B. takes B.	9. P. takes Q's P.
10. P. takes P.	10. Q. to K. B's 3rd.
11. B. to K's 3rd.	11. Kt. to Q. B's 5th.
12. B. to K. B's 2nd.	12. Q. takes K. B's P.‖
13. Castles.	13. Kt. to K. B's 3rd.
14. Q. to Q's 3rd.	14. Kt. to Q. R's 4th.
15. Kt. to Q. B's 3rd.	15. Castles on K's side.
16. P. to K. Kt's 3rd.	16. Q. to K. R's 3rd.
17. K. to Kt's 2nd.	17. Q. R. to K's sq.
18. Q. R. to K's sq.	18. K. to R's sq.
19. B. to K's 3rd.	19. Q. to K. Kt's 3rd.
20. Kt. to K's 2nd.	20. P. to K. R's 3rd.
21. B. to Q's 2nd.	21. P. to Q's 4th.

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*And he taken the Rook, mate would have followed in three more moves.

† It may be doubted whether this is quite so effective as 4. P. to Q. B's 4th.

‡ 5. B. takes Kt, followed by 6. Q. to K. R's 3rd, is considered stronger.

§ As a general rule, in analogous positions, it is safer to play the attacked Kt. to K's 2nd; at the Q. R's 4th, he is often doomed to long inaction.

‖ The security and the facility of attack which White obtains are cheaply purchased by the loss of this Pawn.

22. Kt. to K. B's 4th.	22. Q. to K. R's 2nd.
23. P. to K's 5th.	23. Q. takes Q.
24. Kt. takes Q.	24. Kt. to Q. B's 5th.
25. B. to Q. Kt's 4th.	25. K. Kt. to K's 5th.
26. B. takes R.	26. R. takes B.
27. Kt. to K. B's 4th.	27. K. Kt. to Q's 7th.
28. B. takes Q's P.	28. K. Kt. takes R.
29. B. takes Q's Kt.	29. Kt. to Q's 7th.
30. B. to Q's 5th.	30. B. takes Q's P.
31. P. to K's 6th.*	31. P. to K. Kt's 4th.
32. P. to K's 7th.	32. R. to K's sq.
33. B. takes K. B's P.	33. P. takes Kt.
34. P. takes P.	34. R. takes K's P.
35. R. takes R.	

And White wins.

Game II.—Between the same Players.

Ruy Lopez' knight's game.

White. (Mr. M.)	Black. (Mr B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. Castles.	5. P to K. B's 3rd.†
6. P. to Q's 4th.	6. B. to Q. Kt's 3rd.
7. Kt. to Q. R's 3rd.	7. Q. Kt. to Q's sq.
8. Kt. to Q. B's 4th.	8. Q. Kt. to K. B's 2nd.
9. Q. Kt. to K's 3rd.	9. P. to Q. B's 3rd.
10. Kt. to K. B's 5th.	10. Q. to K. B's sq.
11. B. to Q. R's 4th.‡	11. P. to K. Kt's 3rd.
12. Kt. to K's 3rd.	12. P. to Q's 3rd.
13. P. to Q's 5th.	13. B. to Q's 2nd.
14. Q. P. takes P.	14. P. takes P.
15. Kt. to Q. B's 4th.	15. Q. R. to Q. B's sq.
16. P. to Q. Kt's 3rd.	16. B. to K's 3rd.
17. Q. to Q's 3rd.	17. Q. to K's 2nd.
18. B. to Q. R's 3rd.	18. Q. B. takes Kt.

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* Unanswerable.

† This mode of defence is not ill suited to Mr. Boden's style of play, which is the reverse of mettlesome; but to a player of more vivacious temperament, it would be intolerable.

‡ By leaving the Bishop to be captured, and taking Pawn with Pawn, White would have gained a superlative attack; though possibly not enough to compensate the sacrifice.

19. Q. takes B.	19. K. to K. B's sq.
20. Q. R. to Q's sq.	20. P. to Q. B's 4th.
21. Q. R. to Q's 3rd.	21. K. Kt. to K. R's 3rd.
22. K to R's sq.	22. K. to Kt's 2nd.
23. B. to Q. B's sq.	23. K. R. to K. B's sq.
24. P. to K. Kt's 4th.	24. K. Kt. takes P.
25. P. to K. R's 3rd.	25. K. Kt. to K. R's 3rd.
26. K. R. to K. Kt's sq.	26. K. to R's sq.
27. Kt. to K. R's 4th.	27. K. R. to K. Kt's sq.
28. Q. R. to K. Kt's 3rd.	28. P. to K. Kt's 4th.
29. Kt. to K. B's 5th.	*29. K. Kt. takes Kt.
30. K. P. takes Kt.	30. Q. to Q. Kt's 2nd (ch.)
31. K. R. to Kt's 2nd.	31. P. to Q's 4th.
32. Q. to K. Kt's 4th.	32. Kt. to K. R's 3rd.
33. Q. to K. R's 5th.	33. Kt. takes K. B's P.
34. Q. R to K. B's 3rd.	34. Kt. to K. Kt's 2nd.
35. Q. to K. R's 6th.	35. B. to Q's sq.
36. Q. R. takes K. B's P.	36. B. takes R.
37. Q. takes B.	37. Q. R to K. B's sq.
38. Q. takes K's P.	38. Q. R. to K. B's 4th
39. Q. to K's 3rd.	39. P. to Q's 5th.
40. P. takes P.	40. Q. R. to K. B's 6th.
41. Q. to K's 2nd.	41. Q. B. P. takes P.
42. B. takes P.	42. P. to Q's 6th.†
43. Q. to Q's 2nd.	43. Q. to Q's 4th.
44. P. to Q. Kt's 4th.	44. K. R. to K. B's sq.
45. B. to K. R's 6th.	45. Q. R. takes P. (ch.)
46. K. to Kt's sq.	46. K. R. to K. Kt's sq.
47. B. to K. Kt's 5th.	47. Q. to Q's 5th.
48. Q. to K. B's 4th.	48. Q. to Q. R's 8th (ch.)
49. Q. to Q. B's sq.	49. Q. to K's 4th.
50. B. to K. R's 6th.	50. Kt. to K's sq.
51. R. takes R. (ch)	51. K. takes R.
52. B. to Q. Kt's 3rd (ch.)	52. K. to R's sq.
53. B. to K. B's 4th.	53. Q. to K. Kt's 2nd (ch.)
54. B. to K. Kt's 3rd.	54. R. to K. R's 4th.
55. Q. to Q's sq.	55. R. to K's 4th.
56. Q. takes P.	56. R. to K's 8th (ch.)
57. K. to Kt's 2nd.	

And after a few moves, the game was given up as drawn.

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* With the object of bringing his two Rooks to bear upon the enemy's King: but the success of the manœuvre was not commensurate with its boldness.

† The advance of this Pawn was a grave error. 42. Q. to Q's 4th, and then 43. K. R. to K. B's sq., must have won against La Bourdonnais. ever.

GAME III.—BETWEEN THE SAME PLAYERS.

KING'S BISHOP'S OPENING.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. B. to Q. B's 4th.	2. Kt. to K. B's 3rd.
3. Kt. to K. B's 3rd.	3. Kt. takes P.
4. Kt. to Q. B's 3rd.	4. Kt. takes Kt.
5. Q. P. takes Kt.	5. P. to Q. B's 3rd.
6. Kt. takes K's P.	6. P. to Q's 4th.
7. Castles.	7. K. B. to Q's 3rd.
8. K. R. to K's sq.	8. Q. B. to K's 3rd.
9. K. B. to Q's 3rd.	9. Kt. to Q's 2nd.
10. P. to K. B's 4th.	10. Kt. takes Kt.
11. P. takes Kt.	11. B. to Q. B's 1th (ch.)
12. K. to R's sq.	12. Q. to K. R's 5th.
13. Q. B. to K's 3rd.	13. B. takes B.
14. K. R. takes B.	14. Castles on K's side.
15. Q. to K's sq.	15. Q. to K. R's 3rd.
16. Q. to K. Kt's 3rd.	16. Q. R. to K's sq.
17. Q. R. to K's sq.	17. P. to Q. B's 4th.
18. B. to K's 2nd.	18. B. to Q's 2nd.
19. B. to K. B's 3rd.	19. Q. to K's 3rd
20. K. R. to Q's 3rd.	20. B. to Q. B's 3rd.
21. P. to Q. Kt's 4th.	21. P. to Q. Kt's 3rd.
22. P. to Q. R's 4th.	22. P. to K B's 3rd.
23. P. to Q. Kt's 5th.	23. B. to Q. Kt's 2nd.
24. P. to Q. B's 4th.	24. P. takes Q. B's P.†
25. K. R. to Q's 6th.	25. Q. to K's 2nd.
26 B. takes B.	26. Q takes B.
27. P. to K's 6th.	27. Q. to Q. B's 2nd
28. Q. R. to Q's sq.	28. Q. R. to Q's sq.‡
29. K. to Kt's sq.	29. R. takes R.
30. Q. takes R.	30. Q. takes Q.
31. R. takes Q.	31. R. to K's sq.
32. K. to B's 2nd.	32. K. to B's sq.
33. K. to B's 3rd.	33. K. to K's 2nd.
34. R. to Q's 7th (ch.)	34. K. takes P.

This is very artful, for if Black were tempted to play the move he has in view, P. to K. B's 3rd, White would win a piece by 22. P to Q Kt's 5th

† At this moment the game is particularly critical and interesting.

‡ A clever *ruse de guerre*: if White take Rook with Rook, his adversary retakes with Rook, and gives mate, if his Queen be captured.

35. R. takes Q. R's P.*	35. R. to K's 2nd.
36. R. to Q. R's 6th.	36. R. to Q. Kt's 2nd.
37. P. to Q. R's 5th.	37. K. to Q's 3rd.
38. P. takes P.†	38. K. to K's 3rd.
39. K. to K's 3rd.	39. P. to K. Kt's 4th.
40. P. to K. Kt's 4th.	40. K. to Q's 3rd.
41. K. to K's 4th.	41. K. to K's 3rd.

The remaining moves were not preserved, but the game terminated as a drawn fight. I think White ought to win, even from this situation.

Game IV.—Between the same Players.

Evans's Gambit Declined.

White. (Mr. M.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. to Q. Kt's 3rd.
5. P. to Q. R's 4th.	5. P. to Q. R's 3rd.
6. P. to Q. B's 3rd.	6. P. to Q's 3rd.
7. P. to Q's 3rd	7. Kt. to K. B's 3rd.
8. Q. to Q. Kt's 3rd.	8. Q. to K's 2nd.
9. Q. B. to K. Kt's 5th.	9. P. to K. R's 3rd.
10. Q. B. to R's 4th.	10. Q. Kt. to Q's sq.
11. Q. Kt. to Q's 2nd.	11. P. to K. Kt's 4th.
12. B. to K. Kt's 3rd.	12. K. Kt. to R's 4th.
13. P. to K. R's 3rd.	13. Q. to K. B's 3rd.
14. K. Kt. to R's 2nd.	14. Q. Kt. to K's 3rd.
15. Castles on Q's side	15. K. Kt. to B's 5th.
16. K. Kt. to Kt's 4th.	16. Q. to K. Kt's 2nd.
17. K. to Kt's sq.	17. P. to K. R's 4th.
18. K. Kt. to K's 3rd.	18. B. takes Kt.
19. P. takes B.	19. Kt. takes K. Kt's P.
20. Q. B. to K. B's 2nd.	20. K. Kt. to K. R's 5th.
21. Q. B. takes K's Kt	21. Kt. P. takes B.
22. K. R. to K. Kt's sq.	22. Q. to K. R's 3rd.

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* The proper course, I believe, was to take the K. Kt's Pawn. For example:—36. R. takes K. Kt's P., R. to K's 2nd (best) 36. R. takes R (ch), K. takes R. 37. K. to K's 4th, K. to K's 3rd 38. P. to K. Kt's 4th, and how can Black possibly save that game?

† Here, as it appears to me, White again overlooks the obvious way to win by force. Suppose, instead of 38. P. takes P., he had played 38. R. takes P. (ch), R. takes R. (best) 39. P. takes R., and Black must lose, play as he will.

23. Kt. to K. B's 3rd.	23. Q. takes K's P
24. Kt. takes R's P.	24. Q. takes R's P.
25 Kt to K. B's 5th.	25. Q. B. to Q's 2nd.
26. Q. to Q. R's 2nd.	26. Kt. to K. B's 5th.
27. K. R. to Kt's 3rd.	27. B. takes Kt.
28 R. takes Q.	28. B. takes R.*
29. B. takes K. B's P. (ch.)	29. K. to Q's 2nd.†
30. P. to Q's 4th.	30. B. to K. Kt's 5th.
31. R. to Q's 2nd.	31. K. to K's 2nd.
32. Q. to Q. B's 4th.	32. P. to Q. B's 3rd.
33. P. takes P.	33. P. takes K's P.
34. R. to K. B's 2nd.	34. Q. R. to Q's sq.
35. Q to Q. B's 5th (ch.)	35. K. to B's 3rd.‡
36. B to Q. Kt's 3rd.	36. K. R. to K's sq.
37. P. to Q. R's 5th.	37. Q. R. to Q's 6th.
38 Q. to Q. B's 4th.	38. Q. R. to Q's 2nd.
39 K. to R's 2nd.	39. K. R. to Q's sq.§
40. K. to R's 3rd.	40. K. to Kt's 4th.
41. Q. to Q B's 5th.	41. K. to B's 3rd.‖
42. R. takes Kt (ch.)	42. P. takes R
43. P. to K's 5th (ch.)	43. K. to Kt's 3rd.
44. B. to B's 2nd (ch.)	44. R. to Q's 6th.
45. Q. to K's 7th.	45. K. R. to Q's 2nd
46. Q. to B's 6th (ch.)	46 K. to R's 2nd.
47. P. to K's 6th.	47. K. R. to Q's 3rd
48. Q. to B's 7th (ch.)	48. K. to R's 3rd.
49. Q. takes B's P. (ch.)	49. K. to Kt's 2nd.
50. Q. to Kt's 5th (ch.)	50. K. to R's sq.
51. Q. to R's 6th (ch)	51. K. to Kt's sq.
52. Q. to Kt's 6th (ch.)	52. K. to R's sq.
53. B. takes R.	

And wins.

GAME V.—BETWEEN THE SAME PLAYERS.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.

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* Mr. Boden thought he had now a full equivalent in force and position for his lost Queen, but this is very questionable.

† 29. ~~K. to K's 2nd~~ looks better.

‡. If he had taken the Bishop, White would have taken the K's Pawn, winning the Kt., &c.

§ He might now perhaps have advanced the K. R's Pawn effectively.

‖ He should rather have played his K's Rook to K's sq.

8.	B. to Q. Kt's 6th.	8.	Kt. to K. B's 3rd.
9.	P. to Q's 4th.	9.	P. takes P.
5.	P. to K's 5th.	5.	Kt. to Q's 4th.
6.	Castles.	6.	B. to Q. B's 4th.
7.	P. to Q. B's 3rd.	7.	Castles.
8.	P. takes P.	8.	B. to Q. Kt's 3rd.
9.	K B. to Q. B's 4th.	9.	Q. Kt. to K's 2nd.
10.	Q. B. to K. Kt's 5th.	10.	Q to K's sq.
11.	R. to K's sq.	11.	P. to K. R's 3rd.
12.	B. to K. R's 4th.*	12.	Kt. to K. B's 6th.
13.	Kt. to Q. B's 3rd.	13.	Kt. to K. B's 4th.
14.	Q. to Q's 2nd.	14.	Kt to K. Kt's 3rd.
15.	Kt. to K's 4th.†	15.	P. to Q's 4th.
16.	P. takes P. in passing.	16.	Q. to Q's 2nd.
17.	Kt. to K's 5th.‡	17.	Kt. takes Kt.
18.	P. takes Kt.	18.	Kt. takes B.
19.	Kt. to K. B's 6th (ch.)	19.	P. takes Kt.
20.	P. to K's 6th.	20.	Q. takes Q's P.
21.	Q. takes K. R's P.	21.	B. takes K's P.
22.	B. takes B.§	22.	P. takes B.
23.	R. to K's 4th.	23.	Kt. to B's 4th.
24.	R. to K. Kt's 4th (ch.)	24.	K. to B's 2nd.

And wins.

Game VI.—Between the same Players.

two knights' game.

	white. (Mr. M.)		black. (Mr. B.)
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	Kt. to K. B's 3rd.	2.	Kt. to Q. B's 3rd.
3.	B. to Q. B's 4th.	3.	Kt. to K. B's 3rd.
4.	Kt. to K. Kt's 5th.	4.	P. to Q's 4th.
5.	P. takes P.	5.	Kt. to Q. R's 4th.
6.	P. to Q's 3rd.	6.	P. to K. R's 3rd.
7.	Kt. to K. B's 3rd.	7.	Kt. takes B.
8.	P takes Kt.	8.	B. to Q's 3rd.

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* 12. Q R. takes Kt, followed by 13. Kt. to K. K's 4th, would perhaps have been still stronger.

† 15. Kt to Q's 5th, preventing the advance of Black's Q's Pawn, would have rendered the attack almost irresistible.

‡ A pitiable blunder, involving the loss of a piece at the moment when he had much the better of the contest.

§ Mr. Boden was of opinion that he could have drawn the game now, by 22. R. to K's 4th.

9.	Kt. to Q. B's 3rd.	9.	P. to Q. R's 3rd
10.	B. to K's 3rd.	10.	P. to Q. Kt's 3rd.
11.	P. to K. R's 3rd.	11.	Castles.
12.	P. to Q. R's 3rd.	12.	Q. to K's 2nd.*
13.	Q. to Q's 2nd.	13.	B. to K. B's 4th.
14.	Q. to K's 2nd.	14.	B. to K. R's 2nd.
15.	P. to K. Kt's 4th	15.	Kt. to K's 5th.
16.	Kt. takes Kt.	16.	B. takes Kt.
17.	K. R. to K. Kt's sq.	17.	Q. to K. B's 3rd.
18.	R. to K. Kt's 3rd.	18.	B. takes Kt.
19.	R. takes B.	19.	Q. to K. R's 5th.
20.	R. to K. Kt's 3rd.	20.	P. to K's 5th.
21.	R. to K. Kt's sq.	21.	Q. takes K. R's P.
22.	Castles on Q's side.	22.	Q. to K. B's 6th.
23.	Q. to Q's 2nd.	23.	P. to Q. R's 4th.
24.	K. to Kt's sq.	24.	P. to K. B's 3rd.
25.	R. to K. R's sq.	25.	K. to B's 2nd.
26.	Q. R to K. Kt's sq.	26.	K. to K's 2nd.†
27.	Q. to K's sq.	27.	B. to K. B's 5th.‡
28.	R. to K. R's 4th.	28.	R. to K. Kt's sq.
29.	Q. R. to K. R's sq.	29.	P. to K. Kt's 4th.
30.	R. takes K. R's P.	30.	B. takes B.
31.	P. takes B.	31.	Q. R. to K B's sq.
32.	R. to K. B's sq.	32.	Q. takes K. Kt's P.
33.	Q. to Q. B's 3rd.	33.	K. to Q's 2nd.
34.	Q. R. takes K. B's P.	34.	R. takes R.
35.	Q. takes R	35.	K. to B's sq.
36.	R to K. R's 7th	36.	K. to Kt's sq.
37.	Q. to Q. B's 6th.	37.	R. to Q. B's sq.
38.	R. to Q's 7th.§	38.	Q. to K. Kt's 8th (ch.)
39.	K to R's 2nd.	39.	Q. takes K's P.
40.	P. to Q's 6th	40.	Q. to Q. B's 4th
41.	Q. takes K's P.	41.	K. to R's 2nd.
42.	P. to Q. B's 3rd.	42.	P. to Q. R's 5th.
43.	Q. to Q's 5th.	43.	Q. takes Q.
44.	P. takes Q.	44	P. to Q. Kt's 4th.
45.	P. takes Q. B's P	45.	K. to Kt's 3rd.
46.	P. to Q's 6th.	46.	P. to K. Kt's 5th.
47.	R. to Q's 8th.	47.	K. to Kt's 2nd.
48	P. to Q's 7th.	48.	R. takes Q. B's P
49.	R. to Q. Kt's 8th (ch.)		

And wins.

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* Having in view, if White Castled, to play 13. P. to K's 6th, and then 14. Q. to K's 4th.

† An error, he ought to have moved his Rook to K. R's sq.

‡ Foreseeing White's intention of playing Q. to K. B's sq., and afterwards, R. to K. R's 3rd.

§ Preparatory to playing the Pawn to Q's 6th.

Game I.—Between Messrs. Morphy and Bird.

ALLGAIER GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to Kt's 5th.
5. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. B. to Q. B's 4th.	6. P. to Q's 4th.
7. P. takes P.	7. B. to Q's 3rd.
8. P. to Q's 4th.	8. Kt. to K. R's 4th.
9. Kt. to Q. B's 3rd.	9. B. to K. B's 4th.
10. Kt. to K's 2nd.	10. B. takes Kt.
11. P. takes B.	11. P. to B's 6th.
12. P. takes P.	12. P. takes P.
13. B. to K. Kt's 5th.	13. P. to K. B's 3rd.*
14. P. takes P.	14. Q. to Q's 3rd.
15. Q. to Q's 4th.	15. P. takes Kt.
16. K. B. takes P.†	16. Q. to K. Kt's 6th (ch.)
17. K. to Q's 2nd.	17. Castles.
18. Q. R. to K. Kt's sq.	

And Black has no resource.

Game II.—Between the same Players.

PHILIDOR'S DEFENCE.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. Kt. to Q. B's 3rd.‡	4. P takes K's P.
5. Q. Kt. takes K's P.	5. P. to Q's 4th.

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* If 13. P. takes Kt, 14. Q. takes P, and White must win a Piece, in return for the Kt. he has sacrificed.

† This is all very prettily played.

‡ The correct mode of playing here, and one that gives to the first player a decisive advantage, is that presented in the Handbook, pp. 67 and 69; beginning, 4. $\frac{\text{P. takes K's P.}}{\text{P. takes K's P.}}$, 5. $\frac{\text{Kt. to Kt's 5th}}{\text{P. to Q's 4th}}$, 6. $\frac{\text{P. to K's 6th}}{\text{Kt. to K. B's 3rd}}$, 7. $\frac{\text{Kt. to Q. B's 3rd}}{\text{P. to Q. B's 3rd}}$, 8. K. Kt. takes K's P., &c.

6.	Q. Kt. to K. Kt's 3rd.*	6.	P. to K's 5th.
7.	K. Kt to K's 5th.	7.	Kt. to K. B's 3rd.
8.	B. to K. Kt's 5th.	8.	B. to Q's 3rd.
9.	Q. Kt to K. R's 5th.	9.	Castles.
10.	Q to Q's 2nd.	10.	Q. to K's sq.†
11.	P. to K. Kt's 4th.‡	11.	Kt takes Kt's P.
12.	Kt. takes Kt.	12.	Q. takes Kt.
13.	Kt. to K's 5th.	13	Kt. to Q. B's 3rd.
14.	B. to K's 2nd.	14.	Q. to K. R's 6th.
15.	Kt. takes Kt.	15.	P. takes Kt.
16.	B. to K's 3rd.	16.	Q. R. to Q. Kt's sq.
17.	Castles on Q's side.	17.	K. R. takes K. B's P.§
18.	B. takes R.	18.	Q. to Q. R's 6th.
19.	P. to Q. B's 3rd.‖	19.	Q. takes Q. R's P.
20.	P. to Q. Kt's 4th.	20.	Q. to Q. R's 8th (ch.)
21.	K. to Q B's 2nd.	21.	Q. to Q. R's 5th (ch.)
22.	K. to Q. Kt's 2nd.	22.	B. takes Q. Kt's P.
23.	P. takes B.	23.	R. takes P. (ch.)
24	Q. takes R.	24.	Q. takes Q. (ch.)
25.	K. to Q. B's 2nd.¶	25.	P. to K's 6th.
26.	B. takes P.	26.	B. to K. B's 4th (ch.)
27.	R. to Q's 3rd.**	27.	Q. to Q. B's 5th (ch.)
28.	K. to Q's 2nd.	28.	Q. to Q. R's 7th (ch.)
29.	K. to Q's sq.	29.	Q. to Q. Kt's 8th (ch.)

And Black wins

GAME III.—BETWEEN THE SAME PLAYERS.

EVANS'S GAMBIT.

WHITE. (Mr. M.)		BLACK. (Mr. B.)	
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	Kt. to K. B's 3rd.	2.	Kt. to Q. B's 3rd.
3.	B. to Q. B's 4th.	3.	B. to Q. B's 4th.
4.	P. to Q. Kt's 4th.	4.	B. takes Kt's P.

He would have obtained a glorious attack by sacrificing the Kt. and playing 6, Kt. takes K's P.

† *This appears to be his best move, and to retort the attack effectually.*

‡ A fault of the first magnitude.

§ This and the subsequent moves connected with it form a beautiful combination.

‖ He has nothing better to do; if he take the Queen, he is obviously mated next move.

¶ White might now have drawn the game, at least, by 25. K. to Q. R's 2nd.

** If 27. R. to Q's 3rd, Q. to Q. B's 5th (ch.), winning a Piece.

5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt's 3rd.
8. Castles.	8. P. to Q's 3rd.
9. P. to Q's 5th.	9. Kt. to Q. R's 4th.
10. P. to K's 5th.	10. Kt. takes B.
11. Q. to Q. R's 4th (ch.)	11. B. to Q's 2nd.
12. Q. takes Kt.	12. P. takes P.
13. Kt. takes P.	13. Q. to K. B's 3rd.
14. Kt. takes B.	14. K. takes Kt.
15. Q. to K. Kt's 4th (ch.)	15. K. to K's sq.
16. Q. B to K. Kt's 5th.	16. Q. to K. Kt's 3rd.*
17. Kt. to Q. B's 3rd.	17. Kt. to K. B's 3rd.
18. Q. R. to K's sq. (ch.)	18. K. to B's sq.
19. Q. to Q. Kt's 4th (ch.)	19. K. to Kt's sq.
20. B. takes Kt.	20. Q. takes B.
21. Kt. to K's 4th.	21. Q. to K. Kt's 3rd.
22. K. to R's sq.	22. P. to K. R's 4th.
23. P. to K. B's 4th.	23. P. to K. R's 5th.
24. P. to K. B's 5th.	24 Q. to K. R's 4th.
25. R. to K. B's 4th	25. P. to K. B's 3rd.†
26. Kt. takes P. (ch.)	26. P. takes Kt.
27. R. to K. Kt's 4th (ch.)	27. Q. takes R.
28. Q. takes Q. (ch.)	28 K. to B's sq.
29. R. to K's 6th.	29. R. to K. R's 3rd.
30. Q. to K. B's 4th.	30. K. to Kt's 2nd.
31. R. to K's 7th (ch.)	

And White wins.

Game IV.—Between the same Players.

King's Gambit declined.

White. (Mr. M.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd	4. B. to K. Kt's 5th.
5. B. to Q. B's 4th.	5. Kt. to Q. B's 3rd.
6. P. to Q. Kt's 4th.	6. B. to Q. Kt's 3rd.
7. P. to Q. R's 4th.	7. P. to Q. R's 3rd.

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* Had he taken the Rook, White must have won off-hand: *av. gr.*
16. Q. takes R., 17. R to K's sq (ch.), Kt. to K's 2nd, 18. R taken Kt. (ch.), K. to K B's sq., 19. R. taken P. (ch.), K. takes R., 20. Q. to K's 8th (ch.), and wins.

† This throws away the game, which was yet defensible by 25. R. to K. R's 2nd.

8.	P. to K. R's 3rd.	8.	B. takes Kt.
9.	Q. takes B.	9.	Kt. to K. B's 3rd.
10.	P. to Q's 3rd.	10.	Q. to K's 2nd.
11.	P. to K. B's 5th.	11.	Q. R. to Q's sq.
12.	B. to K. Kt's 6th.	12.	Kt. to Q. Kt's sq.
13.	Kt. to Q's 2nd.	13.	P. to Q. B's 3rd.
14.	Kt. to K. B's sq.	14.	P. to Q's 4th.
15.	B. to Q. Kt's 3rd.	15.	Q. to Q's 3rd.
16.	Kt. to K. Kt's 3rd.	16.	Castles.
17.	Kt. to K. R's 5th.	17.	Q. P. takes P.
18.	Q. P. takes P.	18.	Kt. takes Kt.
19.	Q. R. to Q's sq.	19.	Q. to Q. B's 2nd.
20.	Q. B. takes R.	20.	R. takes B.
21.	R. takes R. (ch.)	21.	Q. takes R.
22.	Q. takes Kt.	22.	B. to K's 6th.
23.	Q. to Q's sq.	23.	Q. to K. R's 5th (ch.)
24.	K. to K's 2nd.	24.	B. to Q. Kt's 3rd.
25.	K. to Q's 3rd.	25.	Kt. to Q's 2nd.
26.	Q. to K. Kt's 4th.	26.	Q. to K. B's 7th.
27.	P. to K. B's 6th.		

And White wins.

GAME I.—BETWEEN MESSRS. MORPHY AND BARNES.

KING'S BISHOP'S OPENING.

WHITE. (Mr. M.)		BLACK. (Mr. B.)	
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	B. to Q. B's 4th.	2.	Kt. to K. B's 3rd.
3.	Kt. to K. B's 3rd.	3.	Kt. takes P.
4.	Kt. to Q. B's 3rd.	4.	Kt. takes Kt.
5.	Q. P takes Kt.	5.	P. to K. B's 3rd.
6.	Castles.	6.	Kt. to Q. B's 3rd.*
7.	Kt. to K. R's 4th.	7.	Q. to K's 2nd.
8.	Kt. to K. B's 5th.	8.	Q. to Q. B's 4th.
9.	B. to Q. Kt's 3rd.	9.	P. to Q's 4th.

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* The move now advised by some authorities is 6. Q. to K's 2nd; to this White's best reply appears to be 7. Kt. to Q's 4th. If Black answer with 7. Q. to Q. B's 4th, then follows 8. Q. to K's 2nd, and White has more than an *equivalent for the Pawn given up, in the fine position of his forces.* It may be noticed that if Black at his 6th move, play 6. P. to Q's 3rd, the game will probably be continued thus; 7. Kt. to K. R's 4th / P. to K. Kt's 3rd, 8. P. to K. B's 4th / P. to K. B's 4th, 9. Kt. takes K. B's P. / B. takes Kt., 10. Q. to Q's 5th, &c.

10. B. to K's 3rd.	10. Q. to Q R's 1th.
11. Kt. to K. R's 1th.	11. B. to K's 3rd.
12. Q. to K. R's 6th (ch.)	12. P. to K. Kt's 3rd.
13. Kt. takes K. Kt's P.*	13. B. to K. B's 2nd.
14. Q. to K. R's 1th.	14. R. takes Kt.
15. Q. takes K. B's P.	15. R. to K. Kt's sq.
16. Q. R. to Q's sq.	16. B. to K's 2nd.
17. Q. to K's 6th.	17. B. to K. B's 2nd.
18. Q. to K. R's 3rd.	18. Kt. to Q's sq.
19. P. to K. B's 4th.	19. P. to K's 6th.
20. R. takes Q's P.†	20. B. takes R.
21 Q. to K. R's 6th (ch.)	21. K. to K. B's sq.
22. B. takes B.	22. R. to K. Kt's 2nd.
23. P. to Q. Kt's 4th.	23. Q. to Q. R's 3rd.
24. P. to K. B's 5th.	24. Kt. to K. B's 2nd.
25. P. to K. B's 6th ‡	25. B. takes P.
26. P. to Q. Kt's 5th.	26. Q. to Q's 3rd.
27. B. takes Kt.	27. P. to Q. Kt's 3rd.
28. B. to K. R's 6th.	28. K. to K's 2nd.
29. B. takes R.	29. B. takes B.
30. B. to Q. Kt's 3rd.	30. R. to K. B's sq.
31. R. to K. B's 7th (ch.)	31. R. takes R.
32. Q. takes R. (ch.)	32. K. to Q's sq
33. Q. takes B.	33. Q. to Q's 8th (ch.)
34. K. to K. B's 2nd.	34. Q. to Q's 7th (ch.)
35. K. to K. Kt's 3rd.	35. P. to K's 6th.
36. Q. to K. B's 6th (ch.)	36. K. to Q. B's sq.
37. B. to K's 6th (ch.)	

And wins.

Game II.—Between the same Players.

Philidor's defence.

White. (Mr. M.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th	4. B. to K's 2nd.
5. P. to Q. B's 3rd.	5. P. to Q's 6th.
6. Q. to Q. Kt's 3rd.	6. Q. B. to K's 3rd.
7. B. takes B.	7. P. takes B.
8. Q. takes Q. Kt's P.	8. Kt. to Q's 2nd.

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* Daring; but it gives a noble attack.
† Well conceived.
‡ This wins a Piece, let Black do what he will.

9. Q. to Q. Kt's 5th.	9. K. Kt. to K. B's 3rd.
10. Kt. to K. Kt's 5th.	10. R. to Q. Kt's sq.
11. Q. to Q. R's 4th.	11. Castles.
12. Kt takes K's P.	12. Kt. to Q. B's 4th.
13. Kt. takes Kt.	13. P. takes Kt.
14. Q. to Q. B's 4th (ch.)	14. K. to K. R's sq.
15. Castles.	15. Kt. to K. Kt's 5th.
16. P. to K. B's 4th.	16. P. to Q's 7th.
17. B. takes P.	17. Q. R. takes Q. Kt's P.
18. P. to K. R's 3rd.	18. R. takes B.
19. Kt. takes R.	19. Kt. to K's 6th.
20. Q. to K's 2nd.	20. Kt. takes R.
21. R. takes Kt.	21. Q. to Q's 2nd.
22. Kt. to Q. B's 4th.	22 Q. to Q. Kt's 4th.
23. P. to K's 5th.	23. B. to K. R's 5th.
24. P. to K. B's 5th.	24. B. to K's 2nd.
25. Q. to K. Kt's 4th.	25. Q. to Q's 2nd.
26. R. to Q's sq.*	26. Q. takes K. B's P.
27. Q takes Q.	27. R. takes Q.
28. R. to Q's 7th.	28. B. to K. B's sq.
29. P. to K's 6th.	

And Black resigns.

GAME III.—BETWEEN THE SAME PLAYERS.

RUY LOPEZ' KNIGHT'S GAMBIT.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q B's 3rd.
3. K. B. to Q Kt's 5th.	3. Kt. to K. B's 3rd.†
4. P. to Q's 4th.	4. P. takes P.
5. P. to K's 5th.‡	5. K. Kt. to K's 5th.
6. Castles.	6. P. to Q. R's 3rd.
7. B. to Q. R's 4th.	7. K. Kt. to Q. B's 4th.
8. K. B. takes Kt.	8. Q. P. takes B.
9. K. Kt. takes Q's P.	9. K. B. to K's 2nd.
10. Kt. to Q. B's 3rd.	10. Castles.

The right style; for if Black take the offered Pawn, the King's Pawn cannot be stayed but at the cost of a Piece.

† No satisfactory defence to this opening is known. The course now recommended by some authorities is to play 3. P. to Q. B's 3rd, and if the Bishop retreat, 4 Kt to K. B's 3rd.

‡ Castling is perhaps better play. In that case Black could not safely take the K's Pawn on account of R. to K's sq.

11. B. to K's 3rd.	11. P. to K. B's 3rd.
12. P. takes P.	12. K. R. takes P.
13. Q. to K's 2nd.	13. K. R. to K. Kt's 3rd.
14. K. to R's sq.	14. B. to Q's 3rd.
15. Q. R. to Q's sq.	15. Q. to K. B's 5th.
16. P to K. B's 4th.	16. B. to K. Kt's 5th.
17. Kt. to K. B's 3rd.	17. Q. to K. R's 4th.
18. B. takes Kt.	18. B. takes B.
19. Q. Kt. to K's 4th.	19. B. to Q. Kt's 3rd.
20. Q. Kt. to K. Kt's 6th.	20. P. to K. R's 3rd.
21. Q. to Q. B's 4th (ch.)	21. K. to R's sq.
22. Q. Kt. to K. B's 7th (ch.)	22. K. to R's 2nd.
23. Q. Kt. to K's 5th.	23. R. to K. B's 3rd.
24. Q. Kt. takes Q's B.	24. Q. takes Kt.
25. Kt. to K's 5th.	25. Q. to K's 3rd.
26. Q. to K's 4th (ch.)	26. Q. to K. B's 4th.
27. Q. takes Q. (ch.)	27. R. takes Q.
28. P. to K. Kt's 4th.	28. R. to K. B's 3rd.
29. P. to K. B's 5th.	29. Q. R. to K's sq.
30. Kt. to K. Kt's 6th.	30. Q. R. to K's 7th.
31. Q. R. to Q's 8th.	31. R. takes Kt.
32. P. takes R. (ch.)	32. K. takes P.
33. Q. R. to Q's 7th.	33. R. takes Q. B's P.
34. K. R. to K. B's 7th.	34. B. to Q's 5th.†
35. R. takes Q. B's P.	35. R. takes Q. Kt's P.
36. R. takes Q. Kt's P.	36. R. takes Q. R's P.
37. P. to K. R's 4th.	37. P. to Q. R's 4th.
38. P. to K. R's 5th (ch.)	38. K. to K. Kt's 4th.
39. R. takes K. Kt's P. (ch.)	39. K. to K. R's 5th.‡
40. K. R. to K's 7th.	40. P. to Q. R's 5th.§

And Black wins.

Game IV.—Between the same Players.

Irregular Opening.

White. (Mr. M.)	Black. (Mr. B.)
1. P. to K's 4th.	1. P. to K. B's 3rd.‖
2. P. to Q's 4th.	2. P. to K's 3rd.

* Very tempting; but of very doubtful goodness.

† Mr. Barnes had not calculated on this defence, when he planned his attack upon the K. Kt's Pawn.

‡ The position is here very curious and instructive

§ This is fatal, as Black can now play his King to Kt's 6th safely.

‖ Mr. Morphy is so complete a master of the openings, that it would have been well if his opponents had more frequently taken him out of the books. When they have done so,—see Anderssen's games, beginning 1. P. to Q. R's 3rd, and the present *partie*,—they have certainly come off better than in the familiar *debuts*.

3.	B. to Q's 3rd.	3.	Kt. to K's 2nd.
4.	B. to K's 3rd.	4	P. to Q's 4th.
5.	Kt. to Q. B's 3rd.	5.	P. takes P.
6.	Q. Kt. takes P	6.	Kt. to Q's 4th.
7.	Kt. to K. R's 3rd.	7.	B. to K's 2nd.
8.	Q. to K. R's 5th (ch.)	8.	P. to K. Kt's 3rd.
9.	Q. to K. R's 6th.	9.	B. to K. B's sq.
10.	Q. to K. R's 4th.	10.	B. to K. Kt's 2nd.
11.	Castles on K's side.	11.	Castles.
12.	P. to Q. B's 4th.	12.	Kt. takes B.
13.	P. takes Kt.	13.	P. to K. B's 4th.
14.	Q. Kt. to K. Kt's 5th.	14.	P. to K. R's 3rd.
15.	Q. Kt. to K. B's 3rd.	15.	P. to K's 4th.
16.	Q. takes Q.	16.	R. takes Q.
17.	B. to Q. B's 2nd.	17.	P. takes P.
18.	P. takes P.	18.	K. B. takes P. (ch.)
19.	Q. Kt. takes B.	19.	R. takes Kt.*
20.	K. R. to K's sq.	20.	K. to K. B's 2nd.
21.	P. to Q. B's 5th.	21.	B. to K's 3rd.
22.	Q. R. to Q's sq.	22.	Kt. to Q. B's 3rd.
23.	Q. R. takes R.	23.	Kt. takes R.
24.	B. to Q. R's 4th.	24.	P. to K. Kt's 4th.
25.	R. to Q's sq.	25.	R. to Q's sq.
26.	P. to Q. R's 3rd.	26.	P. to K. B's 5th.
27.	K. Kt. to K. B's 2nd.	27.	Kt. to K's 7th (ch.)
28.	K. to B's sq.	28.	R. takes R (ch.)
29.	B. takes R.	29.	Kt. to Q's 5th.
30.	K. to K's sq.	30.	K. to B's 3rd.,
31.	K. to Q's 2nd.	31.	Kt. to Q Kt's 6th (ch.)
32.	B. takes Kt.	32.	B. takes B.
33.	Kt. to K. Kt's 4th (ch.)	33.	K. to Kt's 3rd.
34.	P. to K. Kt's 3rd.	34.	P. to K R's 4th.
35.	Kt. to K. B's 2nd.	35.	K. to B's 4th.
36.	K. to Q. B's 3rd.	36.	B. to Q's 4th.
37.	K. to Q's 4th.	37.	P. to Q. B's 3rd.
38.	P. to Q. Kt's 4th.	38.	B. to K. Kt's 7th.
39.	K. Kt. P. takes P.	39.	K. takes P.
40.	P. to Q. R's 4th.	40.	B. to K. B's 8th.
41.	Kt. to K's 4th.	41.	P. to K. R's 5th.
42.	Kt. to Q's 2nd.	42.	B. to K's 7th.
43.	Kt. to K's 4th.	43.	P. to K. Kt's 6th
44.	Kt. to K. B's 2nd.	44.	K. to K. B's 6th.
45.	Kt. to K's 4th.	45.	B. to K. B's 8th.
46.	K. to K's 5th.	46.	B. to Q's 3rd.

Black has now managed to win a Pawn without incurring any disadvantage in position, and he maintains this superiority with unabated care and skill to the final move.

47. Kt. to K. Kt's 5th (ch.)	47. K. to Kt's 7th,
48. K. to Q's 6th.	48. K. takes K. R's P.
49. K. to Q. B's 7th.	49. K. to Kt's 6th.
50. K. takes Q. Kt's P.	50. P. to K. R's 6th.

And Black wins.

GAME V.—BETWEEN THE SAME PLAYERS.

PHILIDOR'S DEFENCE.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B's 3rd.*
5. B. to Q's 3rd.	5. B. to K's 2nd.
6. Kt. to Q B's 3rd.	6. Castles.
7. Castles.	7. P. to Q. B's 4th.
8. K. Kt. to K's 2nd.	8. Kt. to Q. B's 3rd.
9. P. to K. B's 4th.	9. P. to Q. B's 3rd.
10. P. to Q. R's 4th.	10. B. to K. Kt's 5th.
11 P. to K. R's 3rd.	11. R. takes Kt.
12. Q. takes B.	12. R. to K's sq.
13. Q. to K. B's 2nd.	13. R. to Q. B's sq.
14. P. to K. Kt's 4th.	14. Kt. to Q. Kt's 5th.
15. P. to Q. Kt's 3rd.	15. P. to Q's 4th.
16. K. to R's sq.†	16. P. takes P.
17. Kt. takes P.	17. Kt. takes Kt.
18. B. takes Kt.	18. B. to K. B's 3rd.
19. B. takes Q. Kt's P.	19. B. takes R.
20. B. takes R.	20. Q. takes B.
21. B. to K's 3rd.	21. Q. to B's 3rd (ch.)
22. K. to R's 2nd.	22. B. to Q's 5th.

And Black wins.

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* 4. P. to Q's 4th may also be played without danger.

† 16. P. to K's 5th, would hardly have been prudent, for then follows, 16. P. to Q. B's 5th, 17. P. takes P. (B. to Q. B's 4th), 18. B. to K's 3rd (P. to Q's 6th), 19. P. takes Kt. (B. takes B.), &c.

Game VI.—Between the same Players.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. B. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. Kt's 4th.	4. B. to Q. Kt's 3rd.
5. B. to Q. B's 4th.	5. Kt. to K. B's 3rd.
6. Q. to K's 2nd.	6. Kt. to Q. B's 3rd.
7. P. to Q. B's 3rd.	7. Castles.
8. P. to Q's 3rd.	8. P. takes P.
9. Q. B. takes P.‡	9. P. to Q's 4th.*
10. B. to Q. Kt's 3rd.	10. P. takes P.
11. P. takes P.	11. B. to K. Kt's 5th.†
12. Q. Kt. to Q's 2nd.	12. K. Kt. to K. R's 4th.
13. B. to K's 3rd.	13. Q. Kt. to K's 4th.
14. Castles on Q's side.	14. Q. Kt. to Q's 6th (ch.)
15. K. to Q B's 2nd.	15. K. Kt. to K. B's 5th
16. B. takes Kt.	16. Kt. takes B.
17. Q. to B's sq	17. Q. to K's 2nd.‡
18. P. to K. R's 3rd.	18. B. to K. R's 4th.
19. P. to K. Kt's 4th	19. B. to K. Kt's 3rd.
20 K. to Q. Kt's 2nd	20. Q. R. to Q's sq.
21. Kt. to Q's 4th.	21. B. takes Kt.
22. Q. takes Kt.	22. B to K's 4th.
23. Q. to K's 3rd.	23. Q. takes Q Kt's P.§
24 P to K. R's 4th.	24. P. to K. R's 4th.
25. Kt. to Q. B's 4th.	25. Q. to K's 2nd.
26. R. takes R.	26. R. takes R.
27 P. takes K. R's P	27. B. takes K. R's P.
28. Q. to K. Kt's 5th.	28. Q. takes Q.
29. P. takes Q.	29. B. to K. B's 6th.
30. R. to K B's sq.	30. B. to K's 7th.
31. Kt. takes B.	31. B. takes R.
32. P. to K. Kt's 6th.	32. K. to B's sq.
33. P. takes P.	33. R. to Q's 3rd.‖

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* The *coup juste*, and from this moment Black has the advantage.

† What was the objection to taking the King's Pawn? It looks perfectly safe and winning; for suppose, 11. Kt takes P., 12. Q takes Kt., R. to K's sq. 13. Kt. to K's 6th, Kt. takes Kt. 14. B takes Kt, Q. to K's 2nd., &c.

‡ Black has conducted the game thus far, very ably.

§ All this is excellently played by Mr. Barnes.

‖ The struggle is now extremely interesting, and White, despite the odds against him, makes a gallant fight.

34. Kt. to K. B's 3rd.	34. R. to K. B's 3rd.
35. Kt. to Kt's 6th.	35. R. to B's 7th (ch.)
36. K. to Q. R's 3rd.	36. P. to Q. B's 4th.
37. B. to Q's 6th.	37. P. to Q. Kt's 4th.
38. Kt. to K. R's 7th (ch.)	38. K. to K's 2nd.
39. P. to B's 8th, becomes Q (ch.)	39. R. takes Q.
40. Kt. takes R.	40. K. takes Kt.
41. P. to K's 5th.	41. P. to K. Kt's 4th.
42. B. to K. B's 3rd.	42. B. to K. R's 6th.
43. P. to Q. B's 4th.	43. P. takes B's P.*
44. K. to Kt's 2nd.	44. P. to K. Kt's 5th.
45. B. to Q's 5th.	45. P. to K. Kt's 6th.
46. K. to B's 3rd.	46. B. to K's 3rd.†
47. B. to Q. B's 6th.	47. K. to K's 2nd.
48. P. to Q. R's 3rd.	48. B. to Q's 2nd.
49. B to Q's 5th.	49. B. to K's 3rd.
50. B. to K. B's 3rd.	50. K. to Q's 2nd.
51. K. to Q's 2nd.	51. B. to K. R's 6th.
52 K. to K's 3rd.	52. K. to K's 3rd.
53 B. to K's 2nd.	53. P. to Q. B's 6th.

And Black wins.

Game VII.—Between the same Players.

Philidor's Defence.

White. (Mr. B.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. to K. B's 4th.
4. P. takes K's P.	4. K. B. P. takes P.
5. Kt. to K. Kt's 5th.	5. P. to Q's 4th.
6. P. to K's 6th.	6. B. to Q. B's 4th.
7. Kt. to K. B's 7th ‡	7. Q. to K. B's 3rd.
8. B. to K's 3rd.	8. P. to Q's 5th.
9. B. to K. Kt's 5th.	9. Q. to K. B's 4th.
10. Kt. takes R.	10. Q. takes B.
11. B. to Q. B's 4th.	11. Kt. to Q. B's 3rd.
12. Kt. to K. B's 7th.	12. Q. takes K. Kt's P.
13. R. to K. B's sq.	13. Kt. to K. B's 3rd.

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* As good as unexpected.

† The best move. Had he played his K. Kt's Pawn, White have drawn the battle.

‡ The proper move is 7. Kt. takes K's P.

14. P. to K. B's 3rd.	14. Kt. to Q. Kt's 5th.
15. Kt. to Q. R's 3rd.	15. B. takes P.
16. B. takes B.*	16. Kt. to Q's 6th (ch.)
17. Q. takes Kt.†	17. P. takes Q.
18. Castles.	18. B. takes Kt.
19. B. to Q Kt's 3rd.	19. P. to Q's 7th (ch.)
20. K. to Kt's sq.	20. B. to Q. B's 4th.
21. Kt. to K's 5th.	21. K. to B's sq.
22. Kt. to Q's 3rd.	22. R. to K's sq.
23. Kt. takes B	23. Q. takes R.

And wins.

GAME 7.—BETWEEN MESSRS. MORPHY AND MEDLEY.

RUY LOPEZ' KNIGHT'S GAME.

WHITE. (Mr. Med.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. Kt. to K B's 3rd.
4. P. to Q's 1th	4. P. takes P.
5. P. to K's 5th.	5. Kt. to K's 5th.
6. Castles.	6. P. to Q. B's 3rd.
7. B. takes Kt.	7. Q. P. takes B.
8. Q. takes P.	8. B. to K. B's 4th.
9. B. to K. B's 4th.	9. B. to Q. B's 4th.
10. Q. takes Q. (ch.)	10. R. takes Q.
11. Kt. to Q's 2nd.	11. Castles.
12. Kt. takes Kt.	12. B. takes Kt.
13. Kt. to Kt's 5th.	13. B. to Q's 4th.
14. K. R. to K's sq.	14. P. to K. R's 3rd.
15. Kt. to K's 4th.	15. B. takes Kt.
16. R. takes B.	16. P. to K. Kt's 4th.
17. R. to Kt's 3rd.	17. R. to Q's 7th.
18. R. to Q. B's sq.	18. P. to K. B's 4th.
19. P. takes P. (*en passant.*)	19. K. R. takes P.
20. P. to K. R's 1th.	20. B. takes K. B's P. (ch.)
21. B. takes B.	21. K. R. takes B.
22. P. takes P.	22. R. takes P. (ch.)
23. K. to B's sq.	23. P. takes P.
24. R. to K's 7th.	24. P. to K. Kt's 5th.
25. R. takes Q. B's P.	25. P. to K. Kt's 6th.

And wins.

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* This was an almost fatal error.

† Strange to say, this was compulsory; for if he had taken Kt. with Pawn, mate followed in two moves.

Game II.—Between the same Players.

Roy Lopez' Knight's game.

White. (Mr. Mod.)	Black. (Mr. Mor.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt's 5th.	3. K. Kt. to K's 2nd.
4. P. to Q. B's 3rd.	4. P. to Q. R's 3rd.
5. B. to Q. R's 4th.	5. P. to Q. Kt's 4th.
6. B. to Q. Kt's 3rd.	6. P. to Q's 4th.
7. P. takes P.	7. Kt. takes P.
8. P. to Q's 4th.	8. P. takes P.
9. Kt. takes P.	9. Kt. takes Kt.
10. Q. takes Kt.	10. B. to K's 3rd.
11. Castles.	11. P. to Q. B's 4th.
12. Q. to K's 5th.	12. P. to Q. B's 5th.
13. B. to Q. B's 2nd.	13. B. to Q's 3rd.
14. Q. to Q's 4th.*	14. Castles.
15. Q. to K's 4th.	15. P. to Kt's 3rd.
16. Q. to K. B's 3rd.	16. Q. to K. R's 5th.
17. P. to K. Kt's 3rd.	17. Q. to R's 6th.
18. B. to K's 4th.	18. Kt. to Q. B's 2nd.
19. B. to K. B's 4th.†	19. Q. R. to Q's sq.
20. B. takes B.	20. R. takes B.
21. Q. to K. B's 4th.	21. K. R. to Q's sq.
22. B. to K. Kt's 2nd.	22. Q. to R's 4th.
23. B. to B's 3rd.	23. Q. to Q. B's 4th.
24. Kt. to Q. R's 3rd.	24. Kt. to Q's 4th.
25. Q. to K's 5th.	25. P. to K. B's 3rd.
26. Q. to K's 2nd.	26. Kt. takes Q. B's P.
27. P. takes Kt.	27. Q. takes Kt.
28. Q. to K's 3rd.	28. B. to K. R's 6th.
29. K. R. to Q's sq.	29. Q takes Q. R's P.
30. Q. to K's 7th.	30. Q. to Kt's 7th.
31. Q. takes R. (ch.)	31. R. takes Q.
32. R. takes R. (ch.)	32. K. to Kt's 2nd.
33. Q. R. to K's sq.	33. Q takes Q. B's P.
34. R. to K's 7th (ch.)	34. K. to R's 3rd.
35. R. to K's 3rd.	35. Q. to Kt's 7th.
36. R. to Q's sq.	36. P. to Q. B's 6th.
37. Q. R. to K's sq.	37. P. to B's 7th.
38. R. to Q. B's sq.	38. P. to Q. Kt's 5th.
39. B. to K's 4th.	39. P. to Kt's 6th.

And wins.

---

* Taking the K. Kt's Pawn would have been dangerous, because 14. K. to Q's 2nd, and presently K. R. to K. Kt's sq.

† What was the objection to winning the exchange?

GAME III.—BETWEEN THE SAME PLAYERS.

ALLGAIER GAMBIT.

WHITE. (Mr. Mor.)	BLACK. (Mr. Med.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	6. Kt. to K. B's 3rd.*
6. B. to Q. B's 4th.	6. P. to Q's 4th.†
7. P. takes P.	7. B. to Q's 3rd.
8. P. to Q's 4th.	8. Kt. to K. R's 4th.‡
9. Kt. to Q. B's 3rd.	9. B. to K. B's 4th §
10. Q. Kt. to K's 2nd.	10. Q. to K. B's 3rd.
11. Q. Kt. takes K. B's P.	11. Kt. to K. Kt's 6th.‖
12. Kt. to K. R's 5th.	12. Kt. takes Kt.
13. Q. B. to K. Kt's 5th.	13. B. to Q. Kt's 5th (ch.)
14. P. to Q. B's 3rd.	14. Q. to Q's 3rd.
15. Castles.	15. Kt. to K. Kt's 2nd.
16. R. takes B.	16. Kt. takes R.
17. Q. takes K. Kt's P.	17. Kt. to K's 2nd.
18. R. to K's sq.	18. P. to K. R's 4th.
19. Q. to K. B's 3rd.	19. R. to K. R's 2nd.
20. B. to Q. Kt's 5th (ch.)	20. P. to Q. B's 3rd.
21. P. takes P.	21. P. takes P.
22. Kt. takes Q. B's P.	22. Q. Kt. takes Kt.
23. B. takes Kt. (ch.)	23. K. to B's sq.
24. B. takes Kt. (ch.)	24. Q. takes B.
25. R. takes Q.	25. B. takes R.
26. B. takes R.	

And White wins.

This move, which followed by 6. P. to Q's 4th, is now considered the most efficient defence to the Allgaier attack, was first brought prominently into notice by its adoption in some games played between Mr. Heydebrand and the author of the present treatise, at Brussels, in 1853. See p. 828.

† See p. 828.

‡ The best move, I apprehend, at this point.

§ Lost time. He should have played 9. Kt. to Kt's 5th.

‖ This is not so good as 11. Kt. takes Kt.

GAME I.—BETWEEN MESSRS. MORPHY AND KIPPING.

EVANS'S GAMBIT.

WHITE. (Mr. K.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt's 3rd.
8. P. to Q's 5th.	8. Kt. to Q. R's 4th.
9. B. to Q's 3rd.	9. P. to Q's 3rd.
10. B. to Q. Kt's 2nd.	10. Kt. to K. B's 3rd.
11. P. to K. R's 3rd.	11. Castles.
12. Castles.	12. Kt. to K. R's 4th.
13. Q. to Q's 2nd.	13. P. to K. B's 4th.
14. Kt. to Q. R's 3rd.	14. Kt. to K. Kt's 6th.
15. K. R. to K's sq.	15. P. takes P.
16. K. B. takes P.	16. R. to K. B's 4th.
17. K. B. takes B.	17. Kt. takes B.
18. K. R. to K's 4th.	18. Q. to Q's 2nd.
19. B. to Q. B's 3rd.*	19. B. to Q. B's 4th.
20. Kt. to Q. B's 2nd.	20. P. to Q. Kt's 3rd.
21. Q. to K. Kt's 5th.	21. Q. R. to K's sq.
22. Q. R. to K's sq.	22. Q. R. takes R.
23. R. takes R.	23. P. to K. R's 3rd.
24. Q. to K. Kt's 4th.	24. R. to K. B's 2nd.
25. R. to K's 6th.	25. P. to Q. B's 3rd.
26. Q. Kt. to Q's 4th	26. P. takes Q's P.
27. Q. to K. Kt's 6th.	27. K. Kt. to K's 2nd.
28. Q. to K. Kt's 3rd †	28. Q. Kt. to Q. B's 3rd.
29. Kt. takes Q's Kt.	29. Q. takes R.
30. Kt. to Q's 8th.	30. Q. to K. Kt's 3rd

And Black wins.

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* This is not really so good a move as it looks. White would have done better in bringing his Q's Rook into action.

† 28. R. takes Kt, (though promising in appearance, would have been of no avail.

GAME II.—BETWEEN THE SAME OPPONENTS.

EVANS'S GAMBIT.

WHITE. (Mr M.)	BLACK. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. P. to Q's 3rd.
8. Q. to Q. Kt's 3rd.	8. Q. to K. B's 3rd.
9. P. to K's 5th.	9. P. takes K's P.
10. K. R. to K's sq.	10. B. to Q. Kt's 3rd.
11. B. to K. Kt's 5th.	11. Q. to K. B's 4th.
12. K. Kt. takes K's P.	12. Q. Kt. takes Kt.*
13. P. to K. B's 4th.	13. P. takes Q. B's P. (ch.)
14. K. to K. R's sq.	14. B. to Q's 5th.
15. Kt. takes P.	15. K. to K. B's sq.
16. Q. R. to Q's sq.	16. Kt. takes B.
17. Q. takes Kt.	17. Q. B. to K's 3rd.
18. Q. takes K's B.	18. P. to K. B's 3rd.
19. Kt. to K's 4th. †	19. P. to Q. Kt's 3rd. ‡
20. Kt. to K. Kt's 3rd	20. Q. to Q. B's 4th.
21. Q. takes Q. (ch.)	21. P. takes Q.
22. R. takes B.	22. P. takes B.
23. P. takes P.	23. P. to K. Kt's 3rd.
24. P. to K. R's 4th	24. K. to K. B's 2nd.
25 R. to K's 5th.	25. P. to K. R's 3rd.
26. Kt. to K's 4th.	26. P. takes P.
27. Kt. takes P. (ch.)	27. K. to K. B's 3rd.
28. R. to K's 6th (ch.)	28. K. to K. B's 4th.
29. Q. R. to Q's 5th (ch.)	29. K to K. Kt's 5th.
30. K. R. to K's 4th (ch.)	

And Black resigns.

If we mistake not, Black might have taken the Kt. with his Queen, giving a Piece, for some little inferiority of position.

† This is very clever.

‡ If he had taken the Bishop, White would have captured the Pawn with his Kt., winning easily.

Game I.—Between Messrs. Morphy and Schulten, Evans's Gambit.

White. (Mr. M.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt's 3rd.
9. Kt. to Q. B's 3rd.	9. B. to K. Kt's 5th.
10. B. to Q. Kt's 5th.*	10. B. takes Kt.†
11. P. takes B.	11. K. to B's sq.
12. B. to K's 3rd.	12. Q. Kt. to K's 2nd.
13. K. to R's sq.	13. P. to Q. B's 3rd.
14. B. to Q. R's 4th.	14. P. to Q's 4th.
15. R. to Q. Kt's sq.	15. R. to Q. Kt's sq.
16. Q. to Q's 3rd.	16. B. to Q. B's 2nd.
17. R. to K. Kt's sq.	17. Kt. to K. Kt's 3rd.
18. P. to K's 5th.	18. Q. to K. R's 5th.
19. B. to K. Kt's 5th	19. Q. to K. R's 6th.
20. Kt. to K's 2nd.	20. P. to K. B's 3rd.
21. Kt. to K. B's 4th.	21. Kt. takes Kt.
22. B. takes Kt.	22. P. to K. Kt's 4th.
23. Q. to Q. R's 3rd. (ch.)	23. K. to K's sq.
24. R. takes Q. Kt's P.	24. R. takes R.
25. B. takes Q. B's P. (ch.)	25. K. to B's 2nd.
26. B. takes P. (ch.)	26. K. to Kt's 3rd.
27. Q. to K. B's 8th.‡	27. Q. to Q's 2nd.
28. B. takes R.	28. B. to Q's sq.
29. P. takes P.	29. B. takes P.
30. B. to K's 4th (ch.)	30. K. to R's 4th.
31. B. to K's 3rd.	31. P. to K. R's 3rd.
32. R. to Kt's 3rd.	32. B. to Kt's 2nd.
33. Q. to B's 7th (ch.)	

And wins.

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* This is not so strong as 10. Q. to Q. R's 4th, a variation introduced by Mr. Fraser of Dundee. See the analysis of this beautiful move, at p. 36.

† Better, perhaps, to have retreated the Bishop to Q's 2nd; taking the Kt. involves the moving of his King presently, which gives him a bad position.

‡ The concluding moves of White well merit attention. Mate is now threatened both by 28. Q. takes K. R's P. (ch.), followed by 29. R. takes K. Kt's P. (ch.), &c., and by 28. R. takes K. Kt's P. (ch.), followed by 29. R. to K. B's 7th (ch.).

GAME II.—BETWEEN THE SAME PLAYERS.

KING'S GAMBIT DECLINED.

WHITE. (Mr. S.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. takes Q's P.	3. P. to K's 5th.
4. Kt. to Q. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.	5. B. to Q. Kt's 5th.
6. B. to Q's 2nd.	6. P. to K's 6th.
7. B. takes P.	7. Castles.
8. B. to Q's 2nd.	8. B. takes Kt.
9. P. takes B.	9. R. to K's sq. (ch.)
10. B. to K. K's 2nd.	10. B. to K. Kt's 5th.
11. P. to Q. B's 4th.	11. P. to Q. B's 3rd.
12. P. takes P.	12. Q. Kt. takes P.
13. K. to B's sq.	13. R. takes B.*
14. Kt. takes R.	14. Kt. to Q's 5th.
15. Q. to Kt's sq.	15. B. takes Kt. (ch.)
16. K. to B's 2nd.	16. Kt. to Kt's 5th (ch.)
17. K. to Kt's sq.	17. Kt. to B's 6th (ch.) †
18. P. takes Kt.	18. Q. to Q's 5th (ch.)
19. K. to Kt's 2nd.	19. Q. to B's 7th (ch.)
20. K. to R's 3rd.	20. Q. takes B's P. (ch.)
21. K. to R's 4th.	

And Black gave mate in three more moves

GAME III.—BETWEEN THE SAME PLAYERS.

KING'S BISHOP'S GAMBIT.

WHITE. (Mr. S.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to Q. B's 3rd.	4. B. to Q. Kt's 5th.
5. P. to K's 5th.	5. P. to Q's 4th.
6. P. takes Kt.	6. P. takes B.
7. P. takes K. Kt's P.	7. R. to Kt's sq.
8. Q. to K's 2nd (ch.)	8. B. to K's 3rd.
9. P. to Q. R's 3rd.	9. B. to Q. B's 4th.
10. Kt. to K. B's 3rd.	10. Kt. to Q. B's 3rd.

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* Capitally played.
† This, too, is in the best style.

11. Kt. to K's 4th.	11. Kt. to Q's 5th.
12. Kt. takes Kt.	12. B. takes Kt.
13. P. to Q. B's 3rd.	13. Q. to R's 5th (ch.)
14. K. to B's sq.	14. B. to Q. Kt's 3rd.
15. P. to Q's 4th.	16. P. takes P. *en passant.*
16. Q. takes P.	16. R. to Q's sq.
17. Q. to K's 2nd.	17. R. to Q's 8th (ch.)

And White resigns.

Game 1.—Between Messrs. Morphy and F. Deacon.

King's Knight's Gambit.

White. (Mr. D.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. B. to Q. B's 4th.	4. B. to K. Kt's 2nd.
5. P. to Q's 4th.	5. P. to Q's 3rd.
6. Castles.	6. P. to K. R's 3rd.
7. P. to K. Kt's 3rd.	7. P. to K. Kt's 5th.
8. K. Kt. to K's sq.*	8. P. to K. B's 6th
9. P. to Q. B's 3rd.	9. P. to K. B's 4th.
10. Q. to Q. Kt's 3rd.	10. K. Kt. to K's 2nd.
11. B. to K. B's 7th (ch.)	11. K. to B's sq.
12. B. to K. R's 6th.	12. P. to Q's 4th.
13. P. takes K. B's P.	13. Q. B. takes P.
14. Kt. takes K. B's P.†	14. P. takes Kt
15. K. R. takes P.	15. K. to Kt's sq.
16. Q. takes Q. Kt's P.	16. Q. B. takes Kt.‡
17. Q. R. takes B.§	17. Q. Kt. to Q. B's 3rd.

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* The ordinary move at this point is Kt. to K. R's 4th ; but an attentive examination of the consequences attending each of these lines of play induces us to prefer the move in the text.

† Having in prospect the subsequent capture of the Q. Kt's Pawn.

‡ If Black had played 16, Q. Kt. to Q's 3rd, then, 17. R takes R, R to Q B's sq., best, 18. Q to Q R's 6th, R. to Q. Kt's 3rd, 19. Q. to K. B's 2, &c. And if at move 16, Black had played Q. Kt. to Q. B's 3rd, the result would obviously have been the same. It is noticeable also that neither at move 17 nor 18 can he take the Rook without being immediately mated.

§ If 17. Q. takes Q's R., then ensues 17. R. to K's 8th, 18. R to K B's 8th, dis. ch. K. to Q. B's 2nd, 19. Q takes Q. R's P., 20. Q R. P. takes P., 21. Q. moves &c., If, at move 19, P. takes Q's P. Q Kt. to Q. B's 3rd R. takes Q's P. (ch.)

18. B. to K. B's 4th.	18. Q. R. to Q. B's sq.
19. B. to K. B's 7th (ch)	19. K. to R's 2nd.
20. B. to K's 6th.	20. Q. R. to Q. Kt's sq.
21. Q. to Q. R's 6th.	21. K. R. to K. B's sq.*
22. Q. to Q's 3rd (ch.)	22. K. to R's sq.†
23. Q. R. to K. B's sq.‡	23. Q. R. to Q. Kt's 3rd.§
24. B. takes K. R's P.	24. B. takes B.
25. R. takes R (ch.)	25. B. takes R.
26. R. to K. B's 7th.	26. B. to K. Kt's 2nd.
27. Q. to K. B's 3rd.	27. Kt. to K's 4th.‖
28. Q. to K. R's 5th (ch.)	28. K. to Kt's sq.
29. R takes Kt. (dis. ch.)	29. R. takes B.
30. R. takes R.	30. Kt. to K. B's 2nd.
31. P. to K. R's 4th.	31. Q. to Q's 2nd.
32. Q. to K. Kt's 6th.	32. Kt. to Q's 3rd.
33. P. to K. R's 5th.	33. K. to R's sq.
34. P. to K. R's 6th.	34. B. to K. B's sq.
35. R. to K. B's 6th.	35. Q. to K's 2nd.
36. P. to Q. Kt's 3rd.	36. Q. to K's 6th (ch.)
37. K. to Kt's 2nd.	37. Q. to K's 7th (ch.)
38. K. to K. R's 3rd.	38. Q. to K's 2nd.¶
39. P. to Q. B's 4th.	39. P. to Q. B's 3rd.
40. P. to Q. B's 5th.	40. Kt. to K's 6th.
41. R. to K. B's 5th.	41. Q. to Q's 2nd.
42. K. to Kt's 2nd.	42. Q. to Q's sq.

In this variation White play 19 P. takes Q. B's P., the game continues thus.

19. Q. to Q. B's 2nd, 20. B to K. B's 7th (ch.), K. to R's 2nd 21. R. takes B., Q. Kt. to Q. B's 3rd, 22. R takes Kt., Kt. takes R. &c.

* Moving R. to Q. Kt's 3rd, instead of this, would have involved the necessity of interposing his Kt. disadvantageously, when White checked with his Queen.

† Had he played 22. Kt. to K Kt's 3rd, then followed, 23. P. to K. R's 4th, P. to K. B's 4th, 24. B. to K. Kt's 6th, Q. Kt. to K's 2nd (If 24. K takes B, 25. Q takes R. Q to K. B's sq. 26. Q. takes K. B's P. (ch.), B to K. B's 3rd 27. Q. R. to K. B's sq., and wins,) 25 Q. Q to K's sq., and White has a winning game.

‡ Mr. Deacon purposely leaves the Q Kt's Pawn, since its capture would allow of the advantageous sacrifice of the Q's Bishop.

§ Threatening to take the Q's Pawn with Kt.

‖ If 27. Kt. takes Q's P, then, 28. Q to K. R's 6th (ch.), K. to Kt's sq 29 B to K. B's 8th (double ch.) K. takes B 30. Q. to K. B's 7th mate. And if 27 Kt. to K Kt's sq., 28. Q. to K. Kt's 4th, B. to K. B's 3rd 29. Q. to K. Kt's 6th, and White must win.

¶ The two checks with the Queen were given that Black might be able to play his Kt. to K's 5th when it is attacked.

43. R. to K. B's 7th.	43. Kt. to K. Kt's 4th.
44. R. to K. Kt's 7th.	44. B. to K's 2nd.
45. R. to K. R's 7th (ch.)	45. Kt. takes R.
46. Q. to K. Kt's 7th.	

Mate.

Game II.—Between the same Players.

Evans's Gambit.

Black. (Mr. M.)	White. (Mr. D.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. Castles.	7. Kt. to K. B's 3rd.
8. B. to Q. R's 3rd.	8. P. to Q's 3rd.
9. P. to K's 5th.	9. Kt. to K. Kt's 5th.
10. K. P. takes P.	10. Q. B's P. takes P.
11. R. to K's sq. (ch.)	11. Kt. to K's 2nd.
12. Q. takes Q's P.	12. B. to Q. Kt's 3rd.
13. Q. takes K. Kt's P.	13. B. takes K. B's P. (ch.)
14. K. to B's sq.	14. R. to K. B's sq.
15. Q. Kt. to Q's 2nd.	15. B. takes R.
16. R. takes B.	16. Q. to Q. Kt's 3rd.*
17. Q. Kt. to K's 4th.	17. B. to K. B's 4th.
18. Q. Kt to K. B's 6th (ch)	18. Kt. takes Kt.
19. Q. takes Kt.	19. B to K's 3rd.
20. B. takes B †	20. P. takes B.
21. Q. takes K's P.	21. Q. to Q Kt's 4th (ch.)‡
22. K. to Kt's sq.	22. Q. to Q's 2nd.
23. Q. takes Q's P.§	23. Q. takes Q.
24. B. takes Q.	24. R. to K. B's 2nd.
25. Kt. to K. Kt's 5th.	25. R. to K. Kt's 2nd.
26. Kt. to K's 6th.	26. K. to Q's 2nd.
27. Kt. takes R.	27. K. takes B.
28. R. to K's 6th (ch.)	28. K. to Q's 2nd.

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* Hoping for an opportunity of Castling on the Q's side.

† Had he played Kt. to K's 5th, White would have Castled.

‡ Rook to K. B's 2nd would have been better play. White play thus, however, with a view to the variation indicated in the next note.

§ If 23. $\frac{\text{B. takes Q's P.,}}{\text{Q. takes Q.}}$ 24. $\frac{\text{R. takes Q.}}{\text{R. to K. B's 2nd}}$, 25. $\frac{\text{Kt. to K's 5th,}}{\text{K. to Q's 2nd}}$ and White is escaped from his difficulties.

29. R. to K. B's 6th,	29. R. to Q. B's sq.*
30. R. takes K. R's P	30. R. takes P,
31. Kt. to K. B's 5th,	31. K. to K's 3rd,
32. Kt. takes Kt.	32. R. to Q. B's 2nd,
33. Kt. to K. Kt's 6th.	

And White surrendered.

Game played by Mr. Morphy on his first arrival in this country against "Alter," a member of the St. George's Chess Club.

IRREGULAR OPENING.

WHITE. (Alter.)	BLACK. (Mr. M.)
1. P. to Q's 4th.	1. P to K's 3rd.
2. P. to Q B's 4th.	2. P. to Q's 4th
3. P. to K's 3rd.	3. Kt to K. B's 3rd.
4. Kt. to K. B's 3rd.	4. P. to Q. B's 4th
5. Kt. to Q. B's 3rd.	5 Kt. to Q. B's 3rd.
6. P. to Q. R's 3rd.	6. B to Q's 3rd.
7. Q. P. takes P.	7. K. B. takes Q. B's P
8. P. to Q. Kt's 4th,†	8. B to Q's 3rd.
9. P. takes P	9. P. takes P.
10. B. to K's 2nd.	10. Castles.
11. Castles.	11. P. to Q. R's 4th.
12. P. to Q. Kt's 5th.	12. Q. Kt to K's 2nd.
13. Q. B. to Kt's 2nd,‡	13. Q B to K's 3rd,
14. Q. Kt. to Q. R's 4th,	14. K. Kt. to K's 5th.
15. K. Kt. to Q's 4th.	15. Kt. to Q. B's 4th.
16. Kt. takes B.	16. P takes Kt.
17. K. B. to K. Kt's 4th.	17. Kt. to K. B's 4th,
18. B. takes Kt.	18. R takes B.
19. Kt. takes Kt.	19. B. takes Kt.
20. Q. to K. Kt's 4th.	20. Q. to K's 2nd.
21. B. to Q's 4th.§	21. B. takes B.
22. Q. takes P.	22. Q R. to Q. B's sq.
23. Q. to Q. Kt's 6th.	23. Q. R. to Q. B's 7th.
24. Q. R. to Q. B's sq.§	21. K. R. takes K. B's P.

Played under the misconception that he could give up the Kt. and regain the piece by bringing the R to Q. B's 2nd. Play as he may, however, his game could not be retrieved.

† The game is well and carefully opened on both sides, "Alter," it must be admitted, making a much better stand in the even games than in those at odds which follow at the end of the volume.

‡ This was not judicious; White's Bishop occupied a far more dominant position than his adversary's, and ought not to have been moved

§ Again White plays without due consideration.

25. Q. R takes R.	25. R. takes Q's R.
26. Q. takes Q. R's P.	26. P. to K. R's 3rd.
27. R. to K. B's 2nd.	27. R. to Q. B's 8th (ch.)
28. R. to K. B's sq.	28. Q. to Q. B's 4th.
29. Q. to Q's 2nd.	29. R. to Q. B's 6th.
30. Q. to Q's 4th.	30. Q. takes Q.
31. P. takes Q.	31. R. takes Q. R's P.
32. R. to Q. B's sq.	32. K. to K. B's 2nd.
33. R. to Q. B's 7th (ch.)	33. K. to K. B's 3rd.
34. R. takes Q. Kt's P.	34. R. to Q's 6th.
35. K. to K. B's 2nd.	35. R. takes Q's P.
36. K. to K's 3rd.	36. P. to K's 4th.
37. P. to Q. Kt's 6th.	37. R. to Q. Kt's 6th.
38. R. to Q. Kt's 8th.	38. K. to K's 2nd.
39. P. to Q. Kt's 7th.	39. K. to Q's 2nd.
40. R. to K. Kt's 8th.	40. R. takes P.
41. R. takes P. (ch.)	41. K. to Q. B's 3rd.
42. R. to K. Kt's 6th (ch.)	42. K. to Q. B's 4th.
43. R. takes K. R's P.	43. R. to Q. Kt's 6th (ch.)
44. K. to K's 2nd.	44. P. to K's 5th.
45. R. to R's 8th.	45. K. to Q's 5th.
46. R. to K. Kt's 8th.	46. R. to Q. Kt's 7th (ch.)
47. K. to Q's sq.	47. K. to Q's 6th.

And White resigned.

Game between Messrs. Morphy and Elkin.

Allgaier Gambit.

White. (Mr. E.)	Black (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. B. to Q. B's 4th.	6. P. to Q's 4th.
7. P. takes P.	7. K. B. to Q's 3rd.
8. P. to Q's 4th.	8. Kt. to K. R's 4th.
9. Q. to Q's 2nd.	9. Q. to K's 2nd.
10. K. to Q's sq.	10. Castles.
11. Q. to K's sq.	11. K. R. to K's sq.
12. K. Kt. to Q's 3rd.	12. Q. to Q's sq.
13. Q. to Q. B's 3rd.	13. P. to K. Kt's 6th.
14. Q. Kt. to Q's 2nd.	14. Q. B. to K. Kt's 5th (ch.)
15. Q. Kt. to K. B's 3rd.	15. Q. Kt. to Q's 2nd.
16. K. B. to Q. Kt's 5th.	16. K. R. to K's 2nd.

17. K. B. takes Kt.	17. Q. takes B.
18. B. to Q's 2nd.	18. Q. R. to K's sq.
19. K. R. to K's sq.	19. B. takes Kt. (ch.)
20. P. takes B.	20. Q. to K. R's 6th.
21. Kt. to K's 6th.	21. P. to K. Kt's 7th.
22. B. takes K. B's P.	22. Kt. takes B.
23. Q. to K's 3rd.	23. B. takes Kt.
24. P. takes B.	24. R. takes P.

And White resigns.

Game between Messrs. Lanoche and Morphy.

IRREGULAR OPENING.

WHITE. (Mr L.)	BLACK. (Mr. M.)
1. P. to K. B's 4th.	1. P. to K's 3rd.
2. P. to K's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. Kt. to K. B's 3rd.	4. Kt. to Q. B's 3rd.
5. P. to Q. R's 4th.	5. P. to Q's 5th.
6. P. to Q's 3rd.	6. Kt. to K. R's 3rd.
7. B. to K's 2nd.	7. B. to K's 2nd.
8. Q. Kt. to Q's 2nd.	8. Castles.
9. Kt. to K's 4th.	9. P. to K. B's 4th.
10. Q. Kt. to K. Kt's 5th.	10. Kt. to K. B's 2nd.
11. Kt. takes Kt.	11. R. takes Kt.
12. Castles.	12. P. to Q. Kt's 3rd.
13. B. to Q's 2nd.	13. B. to Q. Kt's 2nd.
14. P. to K. R's 3rd.	14. P. to K. R's 3rd.
15. Kt. to K. R's 2nd.	15. P. to K. Kt's 4th.
16. B. to K. B's 3rd.	16. R. to K. Kt's 2nd.
17. P. to Q. R's 3rd.	17. Q. to Q. B's 2nd.
18. Q. to K's 2nd.	18. P. takes P.
19. B. takes P.	19. B. to K. Kt's 4th.
20. B. takes B.	20. R. takes B.
21. Q. R. to K's sq.	21. K. to R's 2nd.
22. K. to R's sq.	22. Q. R. to K. Kt's sq.
23. R. to K. B's 2nd.	23. Kt. to K's 2nd.
24. B. takes B.	24. Q takes B.
25. Q. to K. B's 3rd.	25. Q. to Q. B's 2nd.
26. P. to K. Kt's 4th.	26. Kt. to Kt's 3rd.
27. Q. to K's 2nd.	27. Kt. to K. R's 5th.
28. Kt. to B's 3rd.	28. Q. to Q. Kt's 2nd.
29. K. to R's 2nd.	29. Kt. takes Kt. (ch.)
30. Q takes Kt.	30. Q. takes Q.
31. R. takes Q.	31. P. takes P.
32. R. to R's 6th.	32. R. to K. R's 4th.
33. R. takes K's P.	33. R. takes P. (ch.)

34. K. to Kt's 2nd.	34. R. takes Q's P.
35. Q. R. to K. B's sq.	35. P. to Kt's 6th.
36. Q. R. to K. B's 6th.	36. R. to Q's 7th (ch.)
37. K. to Kt's sq.	37. R. to K. R's 7th.
38. R. to B's 7th (ch.)	38. R. to Kt's 2nd.
39. R. takes R. (ch.)	39. K. takes R.
40. R. to K. B's 6th.	40. R. to K's 7th.
41. R. to K. B's 3rd.	41. R. to K's 6th.
42. R. to B's sq. *	42. P. to Q's 6th.
43. K. to Kt's 2nd.	43. P. to Q's 7th.
44. R. to Q's sq.	44. R. to Q's 6th.
45. K. to B's sq.	45. K. to B's 2nd.
46. K. to K's 2nd.	46. R. to Q's 5th.
47. K. to B's 3rd.	47. K. to K's 3rd.
48. K. takes P.	48. K. takes P.
49. K. to B's 3rd.	49. R. to Q's 6th (ch.)

And wins

GAME BETWEEN MESSRS. MORPHY AND BAUCHER.

ALLGAIER GAMBIT.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K B's 4th	2. P. takes P.
3. Kt. to K B's 3rd.	3. P to K. Kt's 4th.
4. P. to K R's 4th.	4. P. to Kt's 5th.
5. Kt. to K's 5th	5. Kt. to K. B's 3rd.
6. Kt. takes Kt's P.	6. Kt. takes K's P.
7. P. to Q's 3rd.	7. Kt. to Kt's 6th.
8. B. takes P.	8. Kt. takes R.*
9. Q. to K's 2nd (ch.)	9. Q. to K's 2nd.
10. Kt. to B's 6th (ch.)	10. K. to Q's sq.
11. B. takes P. (ch.)	11. K takes B.
12. Kt. to Q's 5th (ch.)	12. K. to Q's sq.
13. Kt. takes Q.	13. B. takes Kt.
14. Q. to K Kt's 4th.	14. P. to Q's 3rd.
15. Q. to K. B's 4th.	15. R. to K. Kt's sq.
16. Kt. to Q B's 3rd.	16. B. to K's 3rd.
17. B. to K's 2nd.	17. Kt. to Q. B's 3rd.
18. *Castles.*	18. Kt. to K. Kt's 6th.
19. B. to K. B's 3rd.	19. Kt. to K. B's 4th.
20. P. to Q's 4th.	20. Kt. takes K. R's P.
21. K. to Kt's sq.	21. Kt. takes B.

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* If 8. Q to K's 2nd (ch.), then may follow, 9. B. to K's 2nd / Q. to Q. Kt's 8th (ch.) 10. Q to Q's 2nd, &c.

22. P. takes Kt	22. P. to Q's 4th.
23. Kt. to Q. Kt's 5th.	23. R. to Q. B's sq.
24. P. to Q. B's 4th.	24. K. to Q's 2nd.
25. P. takes P	25. B. takes P.
26. Kt. to Q. B's 3rd.	26. B. to Q's 3rd.
27. Q. to B's 5th (ch.)	27. B. to K's 3rd.
28. Q. to Q. Kt's 5th.	28. K. to B's 2nd.
29. K. to R's sq.	29. B. to Q's 2nd.
30. Kt. to Q's 5th (ch.)	30. K. to Kt's sq.
31. Kt. to K. B's 6th.	31. R. to Q's sq.
32. P. to Q's 5th.	32. Kt. to K's 4th.
33. Q. to K's 2nd.	33. B. to K. B's 4th.
34. Kt. to K's 4th.	34. B. takes Kt.
35. P. takes B.	35. Kt. to Q. B's 5th.
36. R. to Q. B's sq.	36. P. to Q. Kt's 4th.
37. P. to K's 5th.	37. Kt. takes K's P.
38. Q. takes P. (ch.)	38. K. to R's sq.
39. R. to Q's sq.	39. R. to Q. B's 7th.
40. Q. to Q R's 6th.	40. P. to K. B's 4th.
41. K to Kt's sq.	41. R. to Q. B's 2nd.
42. R. to K. B's sq.	42. Kt. to Q. B's 5th.
43. R. to K. B's 2nd.	43. R. to Q. Kt's sq.
44. P. to Kt's 3rd.	44. B. to Q. R's 6th.

And White resigns.

GAME BETWEEN MESSRS. MORRIS AND JOURNOUD.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. J.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt to K. B's 3rd.	3. P. to K's 4th.
4. B. to Q. B's 4th.	4. K. B. to K's 2nd.
5. P. to Q. B's 3rd.	5. P. to Q's 3rd
6. Q. to Q. Kt's 3rd.	6. P. takes P.
7. K. B. takes P. (ch.)	7. K. to B's sq.
8. Q. Kt. takes P.	8. Kt. to Q. B's 3rd.
9. B. takes K's Kt.	9. K. R. takes B.
10. Castles.	10. Q. to K's sq.
11. Kt. to K. Kt's 5th.	11. B. takes Kt.
12. B. takes B.	12. B. to K's 3rd.
13. Kt. to Q's 6th.	13. P. to K. R's 3rd
14 P. to K. B's 4th.	14. Q. to Q's 2nd.
15. P. takes K's P. (dis. ch.)	15. K. to K's sq.
16. Kt. to Q B's 7th (ch.)	16. Q. takes Kt.
17. Q. takes B. (ch.)	

And Black surrendered,

Game between Messrs. Morphy and Harrwitz, played prior to their Match.

Allgaier Gambit.

White. (Mr. H.)	Black. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K. Kt's 4th.
4. P. to K. R's 4th.	4. P. to K. Kt's 5th.
5. Kt. to K's 5th.	5. Kt. to K. B's 3rd.
6. B. to Q. B's 4th.	6. P. to Q's 4th.
7. P. takes P.	7. K. B. to Q's 3rd.
8. P. to Q's 4th.	8. Kt. to K. R's 4th.
9. B. to Q Kt's 5th (ch.)	9. P. to Q. B's 3rd.
10. P. takes P.	10. Castles.
11. P. takes P.	11. Q. B. takes P.
12. Q. takes K. Kt's P. (ch.)	12. K. Kt to Kt's 2nd.
13. Q. B takes P	13. Q. to Q. Kt's 3rd.
14. Q. Kt. to Q. B's 3rd.	14. B. takes K's Kt.
15. B. takes B.	15. P. to K. B's 3rd.
16. Q. B. to K. Kt's 3rd.	16. Kt. to Q. R's 3rd.
17. Castles on K's side.	17. Q. R. to Q's sq.
18. Q. R. to Q's sq.	18. K. to R's sq.
19. B. takes Q's Kt.	19. B. takes B
20. K. R. to K's sq.	20. Q. B. to Q B's sq.
21. Q. to K. B's 3rd.	21. B. to Q. Kt's 2nd.
22. Q. to Q's 3rd.	22. Q. R to Q's 2nd.
23. Q. to Q. Kt's 5th.	23. Q. to Q's sq.
24. P. to Q's 5th.	24. Kt. to K. B's 1th.
25. B. to K. B's 2nd.	25. K. R. to K. Kt's sq.
26. Q. to Q's 3rd.	26. Q. R. to K. Kt's 2nd.*
27. Q. takes Kt.	27. R. takes P. (ch.)
28. K. to B's sq.	28. B. to Q. h's 3rd (ch.)
29. Kt. to K's 2nd.	29. Q. to Q's 3rd.†
30. Q. R. to Q's 3rd.	30. B. takes R.
31. P. takes B.	31. Q. R. to K. R's 7th.
32. Kt. to K. B's 1th.	32. Q. R. to K. R's 8th (ch.)
33. K. to K's 2nd.	33. Q. R. to K. R's 7th.
34. Kt. to K's 6th.	34. K. R. to K. Kt's 3rd.
35. R. to Q. B's sq.	35. Q. to Q. Kt's sq.
36. P. to Q. Kt's 3rd.	36. K. R. to K. Kt's 7th.
37. Q. takes K. B's P. (ch.)	37. K. to Kt's sq.

* The attack thus obtained, though tremendous in appearance, is hardly sufficient to warrant such a sacrifice as this.

† If 29. Q. to Q Kt's 3rd. White still escapes by playing 30. Q. R. to Q's 3rd.

38. K. to K's 3rd.	38. R. to K. R's 6th (ch.)*
39. K. to K's 2nd.	39. R. takes B. (ch.)
40. Q. takes R.	40. R to K. R's 7th.
41. R. to K. Kt's sq (ch.)	41. K. to R's sq.
42. R. to K. Kt's 2nd.	42. Q. to K's 1th (ch.)
43. K. to B's 3rd.	43. Q. takes Q's P. (ch.)
44. K. to Kt's 3rd.	44. R. takes R (ch.)
45. Q. takes R.	45 Q. takes Kt.
46. Q. to Q. R's 8th (ch.)	46. K. to Kt's 2nd.
47. Q. takes Q. R's P. (ch.)	

And White wins.

CHAPTER VI.

GAMES AT ODDS.

Mr. Morphy gives "Alter" the odds of the Pawn, and move.

GAME I.

Remove White's K. B's Pawn from the board.

BLACK. ("Alter.")	WHITE. (Mr. M.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to K's 3rd.
5. Kt. to K. B's 3rd.	5. P. to Q's 4th.
6. B. to Q's 3rd.	6. B. to Q. Kt's 5th.
7. B. to K. Kt's 5th.	7. P. takes P.
8. K. B. takes P.	8. B. to Q's 2nd.
9. Castles.	9. Castles.
10. Kt. to K's 5th.	10. Q. to K's sq.
11. B. takes K's Kt.	11. R. takes B.
12. Kt. to K. Kt's 4th.	12. K. R. to K. B's sq.
13. P. to K. B's 4th.	13. Q. to K's 2nd.
14. K. R. to K. B's 3rd.†	14. Kt. takes Q's P.
15. K. R. to K. R's 3rd.	15. Kt. to K. B's 4th.
16. Kt. to K's 5th.	16. Q. B. to K's sq.
17. P. to K. Kt's 4th.	17. Kt. to K. R's 5th.
18. Q. to K's sq.	18. Kt. to K. Kt's 3rd.
19. Kt. takes Kt.	19. P. takes Kt.
20. Q. to K. Kt's 3rd.	20. R. to Q's sq.

* He has nothing better to do. He cannot take the Bishop on account of the threatened mate, and the check with his Queen at her Kt's 3rd, or of the Rook at K. Kt's 8th, is equally unavailing.

† Overlooking White's object, which was to win the Q's Pawn. He should have moved his King.

21.	Q. R. to K. B's sq.	21.	R. to Q's 7th.
22.	K. to R's sq.	22.	Q. to her sq.
23.	Q. to K's sq.	23.	B. to Q. Kt's 4th.
24.	Kt. takes B.	24.	K. R. takes P.*
25.	R. takes R.	25.	R. to Q's 8th.
26.	Q. to K. B's sq.	26.	R. takes Q. (ch.)
27.	R. takes R.	27.	Q. to K. Kt's 4th.
28.	B. to Q's 3rd.	28.	Q. to Q's 4th (ch.)
29.	K. R. to K. B's 3rd.	29.	K. to R's 2nd.
30.	P. to Q. R's 3rd.	30.	B. to Q's 7th.
31.	K. to Kt's 2nd.	31.	P. to K's 4th.
32	R. to Q's sq.	32.	P. to K's 5th.
33.	R. to K. R's 3rd (ch.)	33.	K. to Kt's sq.
34	P. to Q. B's 4th	34.	Q. to K. Kt's 4th.
35.	B. to K's 2nd.	35.	P. to K's 6th.
36.	Kt. takes Q. B's P.†	36.	Q. to K. B's 5th.
37.	B. to K. B's 3rd.‡	37.	Q. takes Kt.
38.	B. to Q's 5th (ch.)	38.	K. to B's sq.
39.	Q. R. to K. B's sq. (ch.)	39.	K. to K's 2nd.
40.	R. to B's 7th (ch.)	40.	K. to Q's 3rd.
41.	R. takes K's P.§	41.	B. takes R.

* He would have done better by taking the K. R's P. 24. R takes K R's P (ch.), 25. K R takes R / B takes Q., 26. Q. R. takes B. / R. takes R. B's P., 27. Kt. to Q B's 3rd / R takes P., and White, having a Queen and three Pawns against two minor Pieces, ought to win.

† If, instead of capturing the Pawn, he had played, 36 R. to K. B's sq., I doubt if White could have saved the game.

‡ Even at this point, 37. R to K B's sq, would, I believe, have won the game; for suppose, 37. R to K. B's sq / Q. takes Kt, 38. P. to Q Kt's 3rd, threatening either to advance the P. to Q B's 5th, and then check with the Bishop, or to play the Bishop to K. B's 3rd, for the purpose of checking at Q's 6th; in either case, winning easily.

§ Here also "Alter" might have won without difficulty by 41. K to B's 2nd. If then 41. Q to Q Kt's 3rd best, 42 P to Q. Kt's 6th / Q to Q's 6th (Taking the Pawn with Bishop is of no service) 43. P. to Q R's 8th (ch.). / K. to K's 4th (If 43. K takes P. 44 R to Q's 7th (ch.) / K to B's 5th, 45. R takes Q (ch.) / K takes R, 46. K. to K's 2nd, winning). to K. R's 8th (ch.), and mates next move. If 41. Q. to Q B's 8th / to Q's 6th, 42. R. to Q's 8th (ch.) / K to K's 4th, (If 42. K to Q. B's 4th, 43. R. to Q. B's 7th (ch.) / K. to Kt's 3rd, R. takes P. (ch.) / to Q. B's 4th best, 44. P. to Kt's 4th (ch.) / K. to B's 5th best, 45. P. to Q. B's 6th (ch.), and the Queen.) 41. R to K's 8th (ch.), and mates in two more moves. Variations, which were evidently overlooked by both players, will extremely interesting and instructive.

42. R takes Q.
43. K. to B's 3rd.
44. P. to Q. Kt's 3rd.
45. P. to K. R's 4th.

12. K. takes R.
43. B. to Q. B's 8th.
44. B. takes Q. R's P

And the game was drawn

Game II.—Between the same Antagonists.

Remove Black's K. B's Pawn from the board.

White. ("Alter.")	Black. (Mr. M.)
1. P. to K's 4th	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to K's 3rd.
5. Kt. to K. B's 3rd.	5. P. to Q's 4th.
6. B. to Q's 3rd.	6. K. B. to Q. Kt's 5th
7. Q. B. to K. Kt's 5th.	7. P. to K. R's 3rd.
8. P. to K's 5th.	8. P. takes B.
9. B. to K. Kt's 6th (ch.)	9. K. to B's sq.
10. Kt. takes K. Kt's P.	10. R. to K. R's 3rd.
11. B. to Q's 3rd.	11. K. to Kt's sq.
12. P. takes Kt.	12. Q. takes P.
13. Kt. to K. B's 3rd.	13. P. to K's 4th.*
14. P. takes P.	14. Kt. takes P.
15. Castles.	15. Q. to K. B's 5th.
16. P. to K. R's 4th.	16. Kt. takes Kt. (ch.)
17. Q. takes Kt.	17. Q. takes K. R's P.
18. Q. takes Q's P. (ch.)	18. B. to K's 3rd.

And White resigned.

Game III.—Between the same Players.

Remove White's K. B's Pawn from the board.

Black. ("Alter.")	White. (Mr. M.)
1. P. to K's 4th.	1. Kt. to Q. B's 3rd.
2. P. to Q's 4th.	2 P. to K's 4th.
3. Kt. to K. B's 3rd.	3. P. takes P.

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* From this moment Black has the game in his hands, and he finishes it off very neatly.

4. B. to Q. B's 4th,	4. Q. to K. B's 3rd.
5. Castles.	5. P. to Q's 3rd.
6. Kt. to K. Kt's 5th.	6. Kt. to K. B's 3rd.
7. P. to Q. B's 3rd.	7. Q. B. to K. Kt's 5th.
8. P. to K. B's 3rd.	8. Q. B. to Q's 2nd.
9. K. B. to Q's 5th.	9. P. takes P.
10. Q. Kt. takes P.	10. K. B. to K's 2nd.
11. Kt. to Q. Kt's 5th.	11. K. B. to Q's sq.
12. P. to K. B's 4th.	12. Q. Kt. to K's 2nd.
13. Q. Kt. to Q. B's 3rd.	13. B. to K. Kt's 5th.
14. Q. to Q. Kt's 3rd.	14. P. to Q. B's 3rd.
15. P. to K's 5th,*	15. P. takes P.
16. Q. Kt. to K's 4th.	16. K. B. to Q. Kt's 3rd (ch.)
17. K. to B's sq.	17. Q. to K. Kt's 3rd.
18. P. to K. B's 5th.	18. Q. to K. B's 4th.
19. B. to K. B's 7th (ch.)	19. Kt. takes B.
20. Kt takes Kt.†	20. Kt. to Q's 4th.
21. Q. Kt. to Q's 6th (ch.)‡	21. K. to K's 2nd.
22. B. to K. Kt's 5th (ch.)	22. K. to Q's 2nd.
23. Q. to K. Kt's 3rd.	23. K. B. to Q. B's 2nd §
24. Q. takes K's P.	24. Q. R. to K's sq.
25. Q. takes K. Kt's P.	25. B. takes Kt.
26. Kt. to K's 5th (double ch.)	26. K. to Q. B's sq.
27. Q. to Q's 7th (ch.)	27. K. to Kt's sq.
28. Q. takes B. (ch.)	28. K. to R's sq.
29. B. to K. B's 4th.	29. Q. takes K. B's P.
30. Kt. takes Q. B's P.	30. B. to K. R's 6th.
31. P. takes B.	31. Q. to K's 5th (ch.)
32. K. to Kt's sq.	32. Kt. takes B.
33. R. takes Kt.	33. K. R. to Kt's sq. (ch.)

And wins.

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* Taking the Q. Kt's Pawn with Queen, though apparently good, is, not really so.

† He might have won off-hand at this point: *ex. gr.* — 20 Q. Kt. to K. Kt's 3rd, (If 20, Q. to K. R's 5th, 21. K. Kt. takes Kt, 22. K. Kt. takes R, Q. to K. B's 3rd / P. to K. R's 3rd) 21. K. Kt. takes Kt, 22. Q. Kt. to K's 5th, 23. K. Kt. to Q's 6th, (ch.) Q. to K. B's 3rd / Q. to K. R's 5th / K. to Q's sq. and, 24. B. to K. Kt's 5th, 25. Q. Kt. to K. Kt's 3rd, and wins the Queen. / Q. to K. R's 4th

‡ Much better to have checked with the other Knight.

§ Well played. Threatening to open a dangerous attack upon the adverse K. R's Pawn.

GAME IV.—BETWEEN THE SAME PLAYERS.

Remove Black's K. B's Pawn from the board.

WHITE. ("Alter.")	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Kt. to Q. B's 3rd
5. Kt. to K. B's 3rd.	5. P. takes P.
6. B. to Q. Kt's 5th.	6. P. takes P.
7. P. takes P.	7. B. to Q. B's 4th.
8. Castles.	8. K. Kt. to K's 2nd.
9. Kt. to Kt's 5th.	9. Castles.
10. Q. to K. R's 5th.	10. P. to K. R's 3rd.
11. Kt to K. B's 3rd	11. B. to Q's 2nd.
12. B. to Q's 3rd.	12. Q. to K's sq.
13. Q. to K. Kt's 4th.	13. R. takes Kt †
14. Q. takes R.	14. Kt. takes P.
15. Q. to Kt's 3rd.	15. Kt. takes B.
16. Q. takes Kt.	16. B. to Q. Kt's 4th
17. Q. to K. R's 3rd.	17. B. takes R.
18. Q. takes P. (ch.)	18. K. to R's 2nd.
19. K. takes B.	19. Q. to K. R's 4th.
20. B to K. B's 4th.	20. R. to K. B's sq.
21. B. to Kt's 3rd.	21. Kt. to K. B's 4th

And Black wins.

GAME V.—BETWEEN THE SAME PLAYERS.

Remove White's K. B's Pawn from the board.

BLACK. ("Alter.")	WHITE. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. B. to Q's 3rd.	3. P. to K. Kt's 3rd.
4. Kt. to K. B's 3rd	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Kt. to Q. B's 3rd.
6. P. to K's 5th	6. Q to Q. Kt's 3rd.
7. Castles.	7. B. to Q's 2nd.
8. B. to K's 3rd.‡	8. P. to Q B's 5th.
9. B. to Q. B's 2nd*.	9. Q. takes Q. Kt's P.
10. Q. Kt. to Q's 2nd.	10. Q. takes Q. B's P.

* White's last two moves are altogether useless.
† Bold and good.
‡ 8. P. takes Q B's P., is to my mind a much stronger move.

11. R to Q. Kt's sq.	11. Kt. to Q. Kt's 6th.
12. Kt. to K's sq.	12. B. to K. R's 3rd.
13. B. takes B.	13. Kt. takes B.
14. R. to Q. B's sq.	14. Q. takes P.
15. K. Kt. to K. B's 3rd.	15. Q to Q. B's 4th.
16. B. to K's 4th.	16. Caution on K's side.*
17. Kt. takes P.†	17. P takes B.
18. Q. takes B.	18. P. takes Kt.
19. Q. takes K's P. (ch.)	19. K. to R's sq.
20. Kt. to Q's 6th.	20. Q. to Q. Kt's 3rd.
21. P. to K. Kt's 3rd.	21. Q. R. to K's sq.‡
22. Q. to K. B's 3rd.	22. Kt. to K. B's 4th.
23. Kt takes R	23. R takes Kt.
24. K. R to Q's sq.	24. R to Q's sq.
25. P. to K. Kt's 4th.	25. Kt to Q's 6th.
26. K to R's sq	26. K't to K's 7th.
27. Q. takes K. B's P §	27. Kt. takes R ‖
28. R. to Q's 6th.¶	28. Kt to Q. B's 3rd.
29. Q to K. B's 6th (ch.)	29. K. to Kt's sq.
30. Q to K's 6th (ch.)	

And the game was drawn by perpetual check.

GAME VI.—BETWEEN THE SAME PLAYERS.

Remove White's K. B's Pawn from the board.

BLACK. ("Alter.")	WHITE. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 3rd.
2 P. to Q's 4th.	2 P. to Q's 4th.
3. B. to Q's 3rd.	3 P. to K. Kt's 3rd.
4. Kt. to K. B's 3rd.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Kt. to Q. B's 3rd.
6. Castles.	6. Q. to Q. Kt's 3rd.
7. P takes Q's P.	7. K. P. takes P.
8. R. to K's sq. (ch.)	8. B. to K's 2nd.

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* If he had captured the Bishop, Black would have replied with 17. Kt takes K's P, and 18. Kt. to Q's 6th (ch).

† This, though promising in appearance, was not a good move.

‡ An error, of which "Alter" cleverly avails himself.

§ The termination is beautifully played by "Alter."

‖ Overlooking the masterly rejoinder which White has in reserve.

¶ A capital stroke of play, by which Black wins or draws the game by force.

9. Kt to K. Kt's 5th.*	9. Kt. to K. B's 3rd.
10. Kt. takes R's P. †	10. R. takes kt.
11. B. takes P. (ch.)	11. K. to B's 2nd.
12. B. to K. Kt's 5th.	12. B. to K. Kt's 5th.
13. Q. to Q. B's 2nd.	13. K. to B's sq.
14 B. takes R	14. K. takes B.
15. P. to K. R's 3rd.	15. B. to R's 4th.
16 B. takes Kt.	16. B. to K Kt's 3rd.
17. Q. to K's 2nd.	17. B. takes B.
18. Q. to K's 6th (ch.)	18. K. to Kt's 2nd.
19. Q. to Q's 7th (ch.)	19. K. to R's sq.
20. Q. to Q's 6th.	20. K. to Kt's 2nd.
21 Kt. to Q's 2nd.	21. P. takes P.
22. Kt to K. B's 3rd.	22. Kt. to K's 4th ‡
23. Q. to Q R's 3rd.	23. Kt. takes Kt. (ch.)
24. P. takes Kt.	24. P. takes P.
25. P. takes P.	25. R. to K. Kt's sq.
26. R to K's 3rd.	26. K. to R's sq.
27. K. to R's sq	27. P. to Q's 5th.
28. P. takes P.	28. B. takes P.
29. Q. R. to K's sq.	29. B. takes R.
30. R. takes B.	30 Q. to Kt's 8th (ch)
31. K. to R's 2nd.	31. B. to K's 5th §
32. Q. to Q B's 3rd (ch)	32. R. to Kt's 2nd
33. R to K's sq	33. Q to Q Kt's 3rd.
34. R. to K's 2nd.	34. Q. to Q's 3rd (ch.)
35. K. to R's sq.	35. B. takes P. (ch.)
36. R. takes B.	36. Q. to Q's 8th (ch.)
37. K. to R's 2nd.	37. Q. to K. kt's 8th.

Mate.

GAME VII.—BETWEEN THE SAME PLAYERS.

Remove White's K. B's Pawn from the board.

BLACK. ("Allot.")	WHITE. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.

* "Allot" should here have taken Pawn with Pawn; if then, 9. Q takes Q P, 10. P to Q Kt's 4th, 11. P to Q Kt's 5th, &c.; and if, instead of taking the Pawn, White play 9. Q to Q's sq, or 9. Q to B's 2nd, then follows 10 Kt to Q's 4th, &c.

† This is not commendable.

‡ Black never recovers from the effect of this fine move.

§ The concluding moves are in Mr. Morphy's most finished style.

3.	P. to K's 5th.	3.	P. to Q. B's 4th.
4.	P. to Q. B's 3rd.	4.	Kt. to Q. B's 3rd.
5.	Kt. to K. B's 3rd.	5.	Q. to Q. Kt's 3rd.
6.	B. to Q's rd.	6.	P. to K. Kt's 3rd.
7.	Castles.	7.	B. to Q's 2nd.
8.	P. to Q. R's 4th.	8.	P. to Q. R's 4th.
9.	Kt. to Q. R's 3rd.	9.	P. to Q. B's 5th.
10.	B. to B's 2nd.	10.	Kt. to K. R's 3rd.
11.	Kt. to Q. Kt's 5th.	11.	Kt. to K. B's 2nd.
12.	P. to Q. Kt's 3rd.	12.	P. takes P.
13.	B. takes Q. Kt's P.	13.	B. to K's 2nd.
14.	R. to K's sq.*	14.	Castles on K's side
15.	B. takes Q's P.	15.	P. takes B.
16.	P. to K's 6th.	16.	B. to K's sq.
17.	P. takes Kt. (ch.)	17.	R. takes P.
18.	B. to K. Kt's 5th.	18.	B. to Q's 2nd.
19.	R. to Q. Kt's sq.	19.	Q. to Q's sq.
20.	B. takes B.†	20.	R. takes B.
21.	Q. to Q. Kt's 3rd.	21.	B. to K. B's 4th.
22.	Q. R. to B's sq.‡	22.	B. to Q's 6th.
23.	Kt. to Q. R's 3rd.	23.	B. to K's 7th.
24.	P. to Q. B's 4th.	24.	B. takes Kt.
25.	R. takes R.	25.	Q. takes R.
26.	Q. takes B.	26.	P. takes P.
27.	Q. to Q. B's 3rd.	27.	R. to K's sq.
28.	Q. takes P. (ch.)	28.	K. to Kt's 2nd.
29.	Kt. to Q. B's 2nd.	29.	Q. to K. Kt's 4th.
30.	R. to Q's sq.	30.	R. to K's 5th.
31.	Q. to B's 3rd.	31.	Q. to K. B's 3rd.
32.	Q. to Q's 2nd.	32.	Q. to Q's 3rd.
33.	P. to K. Kt's 3rd.	33.	P. to K. R's 4th.
34.	P. to K. B's 3rd	34.	R. to K's 2nd.
35.	Q. to K. Kt's 5th.	35.	Kt. to K's 4th.
36.	K. to B's 2nd.	36.	Kt. takes P.§
37.	K. takes Kt.	37.	Q. to Q. B's 3rd (ch.)
38.	P. to Q's 5th.	38.	R. to B's 2nd (ch.)
39.	K. to Kt's 2nd.	39.	Q. takes Kt (ch.)
40.	R. to Q's 2nd.	40.	Q. to K's 5th (ch.)
41.	K. to R's 3rd.	41.	Q. to K's 8th.

* With the view to sacrifice his K's Bishop, or to advance the Q. B's Pawn according to White's next move.

† If 20. Q. takes B., 21. Kt. takes R., and Black is not repaid for the sacrifice of a Piece. If 20. Q. Kt. to Q's 6th, 21. Kt. takes Kt., and Black is not repaid for the sacrifice of a Piece.

‡ Why not have taken Rook with Rook, and then played Rook to K's sq.? The move made is merely loss of time.

§ Correctly played: White has now a winning advantage in the position he has acquired.

42. P. to Q's 6th.	42. Q. to K. B's 8th (ch.)
43. R. to K. Kt's 2nd	43. R. to Q's 2nd.
44. Q. to K's 6th (ch.)	44. Q. to B's 3rd.
45. Q. to Q. Kt's 2nd.	45. R. takes P.
46. Q. takes Kt's P. (ch.)	46. K. to R's 3rd.
47. Q. to Q. Kt's 6th.	47. P. to Kt's 4th.

And wins.

*** The foregoing games were played as a little match, Mr. Morphy winning, as we have seen, five out of the seven, and making drawn battles of the other two.

GAME BETWEEN MR. MORPHY AND MR. DEVIACK.

The former giving the Pawn and move.

Remove Black's K. B's Pawn from the board.

WHITE. (Mr. D.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. P. to Q's 5th.	3. P. to Q's 3rd.
4. P. to Q. B's 4th.	4. P. to K. Kt's 3rd.
5. Kt. to Q. B's 3rd.	5. B. to K. Kt's 2nd.
6. B. to Q's 3rd	6. Kt. to Q. R's 3rd.
7. P. to Q. R's 3rd.	7. Kt. to K. R's 3rd.
8. K. Kt. to K's 2nd.	8. Castles.
9. Castles.	9. P. takes P.
10. K. P. takes P.*	10. Kt. to K. Kt's 5th.
11. P. to K. R's 3rd. †	11. Kt. to K's 4th.
12. P. to K. B's 4th.	12. Kt. takes B.
13. Q. takes Kt.	13. B. to K. B's 4th.
14. Q. to K. B's 3rd.	14. Q. to Q. Kt's 3rd.
15. P. to K. Kt's 4th.	15. B. to Q. B's 7th
16. Kt. to Q. Kt's 5th.	16. Q. R. to K's sq.
17. B. to K's 3rd. ‡	17. B. to Q's 6th.
18. P. to Q. Kt's 3rd.	18. B. takes Kt
19. Q. takes B.	19. B. to Q's 5th.
20. R. to K. B's 3rd.	20. B. takes Q's R.
21. Q. to Q's 3rd.	21. Kt. to Q. B's 2nd.
22. P. to K. R's 5th.	22. Kt. takes Kt.
23. P. takes Kt.	23. R. takes B.

And White surrenders.

* 10. Q. B's P. takes P. would perhaps have been better play.

† Here, if we mistake not, he should have played 11. P. to K. B's 4th.

‡ This was unadvised, as it allows the adversary to plant his Bishop most effectively.

Game between Messrs. Morphy and Mednly.

The former giving the odds of the Pawn and move.

Remove Black's K. B's Pawn from the board.

WHITE. (Mr. Med.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.	3. Kt. to Q. B's 3rd.*
4. Kt. to Q. B's 3rd.	4. P. to K's 4th
5. P. to Q's 5th.	5. Kt. to K's 2nd.
6. Kt. to K. B's 3rd.	6. Kt. to K. Kt's 3rd.
7. B. to K. Kt's 5th.	7. P. to K. R's 3rd.
8. B *takes* Kt.	8. Q. takes B.
9. B. to Q. Kt's 5th (ch.)	9. K. to B's 2nd.
10. K. Kt. to Q's 2nd.	10. Kt. to K. R's 5th.
11. P. to K. Kt's 3rd.	11. Kt. to Kt's 7th (ch.)
12. K. to K's 2nd. †	12. B. to K. R's 6th.
13. P. to K. B's 3rd.	13. Q. to K. Kt's 4th.
14. Q. to K. Kt's sq.	14. P. to Q. R's 3rd.
15. B. to Q's 3rd.	15. P. to K. R's 4th.
16. Q. to K. B's 2nd.	16. P. to K. Kt's 3rd.
17. Q. R. to K. Kt's sq.	17. B. to K. R's 3rd.
18. Kt. to K. B's sq.	18. Q. to Q. B's 8th.
19. Kt. to Q's sq.	19. P. to Q. Kt's 4th.
20. R *takes* Kt.	20. K. R. to Q. B's sq.
21. K. Kt. to K's 3rd. ‡	21. P. to Q. B's 4th.
22. P. takes P. *en passant*.	22. R. takes P.
23. K. R. to K's sq.	23. B. takes Kt.
24. Kt. takes B.	24. Q. takes Q. Kt's P.
25. Q. R. to K. Kt's sq.	25. Q. R. to Q. B's sq.
26. K. R. to Q. B's sq.	26. B. to K's 3rd.
27. Q. R. to Q's sq.	27. K. R. to Q. B's 6th.
28. K. to B's sq.	28. B. to K. R's 6th (ch.)
29. K. to K's sq. §	29. B. to K's 3rd.

* If the second player take the Pawn in this situation he gets a bad position by 4. Q. to K. R's 5th (ch.) P. to K. Kt's 3rd 5. Q. to Q's 5th, &c.

† The struggle now becomes extremely complex and determined.

‡ The situation is peculiar, if he had retired the attacked Rook then came 21. ——— B. takes Kt. (ch.) 22 K. takes B. (best) Q. takes Kt. (ch.) &c.

§ Here, again, the position is remarkable; for if 29. K. to Kt's sq., the natural move, Black, we believe, might have escaped with a drawn battle; *ex. gr.* 29. ——— K. takes B. 30 P. takes R. (If 30. R. takes R. Q. takes R. (ch.) 31. R. to Q's sq. Q. to Q. R's 6th, &c. 30. ——— Q. takes K's R. 31. R. takes Q. R. takes R. (ch.) &c.

30. Kt. to Q's 6th.	30. K. R. to B's 4th.
31. P. to Q. B's 3rd.	31. Q. to Q. R's 6th.
32. Q. to Q's 2nd.	32. B. takes Kt
33. P. takes B.*	33. R. takes Q. B's P.
34. R. takes R.	34. R. takes R.
35. B to K's 4th.	35. Q. to Q. B's 4th.
36. K. to K's 2nd.†	36. P. to Q. Kt's 6th.
37. Q. to K. R's 6th.	37. K. to K's 2nd.
38. Q. to K. Kt's 5th (ch.)	38. K. to Q's 2nd.
39. Q. to Q's 2nd	39. P. to K. Kt's 4th.
40 Q. takes P.	40. K. to Q. B's 2nd.
41. Q. to Q's 2nd.	41. P. to Q. R's 4th.
42. P. to K. R's 3rd.	42. P. to Q R's 5th.
43. P. to K. Kt's 4th.	43. P takes P.
44. R. P. takes P.	44. K. to Kt's 3rd
45. P. to K Kt's 6th.	45. Q. to B's 5th (ch.)
46. K. to K's sq.	

And Black resigned.

Game 1.—Between Messrs. Morphy and Thompson.

The former giving the odds of his Q's Kt.

Remove White's Q's Knight from the board.

IRREGULAR OPENING.

White. (Mr. M.)	Black. (Mr T.)
1 P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4 P. to Q. B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. P. to Q's 5th.
6. B to Q. Kt's 5th.	6. B. to Q's 2nd.
7 Q. to K's 2nd.	7. Q. to Q. Kt's 3rd.
8. B. to Q's 3rd.	8 P to K. B's 3rd
9 P. to Q. Kt's 3rd.	9. B to K's 2nd.
10. P. to K. B's 5th.	10. Kt takes K's P.
11. Kt takes Kt.	11. P. takes Kt.
12. Q. to K. R's 5th (ch.)	12. K. to Q's sq.
13. P. takes Q's P.	13. Kt. to K. B's 3rd.
14. Q. to K's 2nd.	14. K. P. takes Q's P.
15. Castles on K's side.	15. P. to K's 4th.

White has now overcome all the dangers which surrounded him, and his road to victory is short and easy.

† Well played. Black can only now prolong the game.

16. Q. takes K's P.*
17. Q. to K's sq.
18. Q to K. R's 4th.
19. Q. to K. R's 3rd.
20. Q. takes B.
21. P. to Q. Kt's 4th.
22. Q. takes Q. B's P
23. K. to R's sq.
24. P. to K. Kt's 3rd.
25. Q to Q's 5th.
26. Q. takes Q. (ch.)
27. B. to Q. Kt's 2nd.
28. B. takes B.
29. Q. R to K's sq.
30. K. to Kt's 2nd.
31. R. takes R
32. P. to K. R's 3rd.
33. R. to K's 3rd.
34. K. to B's 3rd.
35. R. to K's 4th.§
36. R. to K. R's 4th.
37. K. to K's 3rd.
38. R. takes K. R's P.
39. K. to B's 2nd.
40. R. takes P. (ch.)
41. R. to K. Kt's 6th.
42. K. to K's 3rd.
43. K. to Q's 2nd.
44. P. to K. Kt's 4th.
45. P. to K. Kt's 5th.
46. K. to K's 3rd.

16. B. to Q's 3rd.
17. R. to K's sq.
18. B. to Q. Kt's 4th.
19. B. takes B.
20. K. to Q's 2nd.
21. P. to Q. B's 5th.†
22. P. to Q's 6th (dis ch.)
23. Kt. to K's 5th.
24. Q. R. to Q. B's sq.
25. Q. to Q. B's 3rd.†
26. R. takes Q.
27. B. to K's 1th.
28. R takes B.
29 Kt. to B's 7th (ch.)
30. R. takes R.
31. Kt. to Kt's 5th.
32. Kt. to K. B's 3rd.
33. R. to Q's 3rd.
34. Kt. to Q's 4th.
35. Kt. to Q. B's 6th.‖
36. Kt. to Q. Kt's 8th.
37. Kt. to Q. R's 6th.
38. Kt. to B's 5th (ch.)
39. Kt. takes Q's P.
40. K. to Q. B's 3rd.
41. Kt. to K's 5th (ch.)
42. Kt. to K. B's 3rd.
43. K. to Q. Kt's 4th.
44. K. to Q. B's 5th.
45. Kt. to K's 5th (ch.)
46. K. to Q's 2nd.¶

And Black wins.

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dangerous to leave, and dangerous to take this Pawn.
ill played; enabling him to render his Q's Rook immediately

g line of play, undoubtedly, when large odds are accepted.
n the Pawn, Black would have compelled him to exchange
se.

ole Mr. Murphy would have been in the minority at the
t, if his opponent had played all through in this fashion.
ven moves on Black's side could hardly be improved.

GAME II.—BETWEEN THE SAME PLAYERS,

Remove White's Q's Knight from the board.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1 P. to K's 4th.	1. P. to K's 4th.
2. Kt to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Q. Kt's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. P. takes P.	8. Q. Kt. takes P.
9. Kt. takes Q's Kt.	9. P. takes Kt.
10. B. takes K. B's P. (ch.)	10. K. to K's 2nd.
11. Q. to Q. Kt's 3rd.	11. Kt. to B's 3rd.
12. B. to Q. R's 3rd (ch.)	12. P. to Q. B's 4th.
13. Q. R. to Q's sq.	13. Q. to Q. B's 2nd.
14. P. to K. B's 4th.	14. R. to K. B's sq.
15. B. to Q. B's 4th.	15. K. R. to Q's sq.
16. Q. R. to K's sq.	16. Q B. to Q's 2nd
17. Q. B. to Q. B's sq.	17. K. R. to K. B's sq.
18. P. takes P.	18. Q. takes P.
19. Q. B. to K. B's 4th.	19. Q. to K. R's 4th.
20. Q. R. to Q's sq.	20. K. to Q's sq.
21. P. to K's 5th.	21. Kt. to K's sq.
22. Q. to Q. R's 4th.	22. Q. to K. Kt's 5th.
23. P. to K's 6th.	23. Kt. to K. B's 3rd.

And White gave mate in three moves.

GAME III.—BETWEEN THE SAME PLAYERS,

Remove White's Q's Knight from the board.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. Kt. to K. B's 3rd.
7. Kt. to K. Kt's 5th.	7. Castles.
8. P. to K. B's 4th.	8. P. to K. R's 3rd.*

* A weak move. He should have played 8. P to Q. 4th

9. Kt. takes K. B's P.	9 R. takes Kt.
10. R. takes R. (ch.)	10. K. takes R.
11. P. takes P.	11. B. to Q. Kt's 3rd (ch.)
12. P. to Q's 4th.	12. Q. Kt. takes K's P.
13. Q. to K. R's 5th (ch.)	13. Q. Kt. to Kt's 3rd.
14. P. to K's 5th.*	14. P. to Q. B's 4th.
15. P. takes Kt.	15. K. Kt. P. takes P.
16. B. takes K. R's P.	16. P. to Q's 4th.
17. B. to Kt's 5th,	

And Black resigns.†

GAME IV.—BETWEEN THE SAME PLAYERS.

Remove White's Q's Knight from the board.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd	2. Kt. to K. B's 3rd.
3. Kt. to K. B's 3rd.	3. B. to K. Kt's 5th.

Up to this point the game is move for move from the books.

† Mr. Morphy's play at odds is enthusiastically praised, I am told, by American critics, and these particular games with Mr. Thompson are said to be held up as something superlatively great. I know not by what standard the critics in question measure Mr. Morphy's games at odds, but to me, in comparison with games of the same description by the chief European players of the last twenty-five years, they appear of very inferior quality. I cannot but think, indeed, that in estimating these *parties*, as well as many of those Mr. Morphy has won upon even terms, his admirers are guided less by the evidence of the games themselves, than by the reputation of the players against whom he contested them. Now this is a most fallacious test. If Mr. Morphy had given the Pawn and move triumphantly to Philidor, and Philidor offered no more resistance than a third-class player, Mr. Morphy in beating him has only vanquished a third-rate player. It is the character of the play, and not the standing of the player, which should be considered in these cases. To give the odds of the Pawn and move successfully to "Alter," when that amateur played his best; or to give a Kt. to Mr. Thompson, and win a series of games as obstinately contested as the first and last of those above, would be a respectable achievement; but to defeat both against such play as the majority of their games in these encounters exhibit, is certainly nothing extraordinary. When Mr. Morphy has won, at the same odds, against the play La Bourdonnais or Mc Donnell overcame, no one will grudge him equal honours. Until then, in reply to the assumption of his friends that in capability of yielding odds he is unequalled, I can only say—"it hath not appeared."

4. P. to K. R's 3rd.	4. B. takes Kt.
5. Q. takes B.	5. P. to Q. B's 4th.
6. P. to Q. Kt's 3rd.	6. P. to K's 3rd.
7. B. to Q. Kt's 2nd.	7. Kt. to K's 5th.
8. Castles.*	8. Kt. to Q. B's 3rd
9. P. to Q's 3rd.	9. Kt. to Q's 3rd.
10. P. to K. Kt's 4th.	10. P. to Q's 5th.
11. B. to K. Kt's 2nd.	11. Q. to B's 2nd.
12. K. R. to K's sq.	12. R. to Q. B's sq.
13. P. to Q. B's 4th.	13. P. to Q Kt's 4th.
14. K. to Kt's sq.	14. P. to Q. R's 4th.†
15. P. takes Q's P.	15. P. takes Q's P.
16. P. takes Q. Kt's P.	16. K. Kt. takes P.
17. R. to Q. B's sq.	17. K. Kt to Q. R's 2nd ‡
18. R. to Q. B's 4th.	18. Q. to Q's 3rd.
19. K. R. to Q. B's sq.	19. K. to Q's 2nd.
20. B. takes P.	20. Q. to Q. Kt's sq.§
21. R. takes Kt.	21. Kt. to R.
22. R. takes Kt.	22. B. to Q. R's 6th.
23. P. to K. B's 5th.	23. K. R. to K's sq.
24. P. takes P. (ch.)	24. P. takes P.
25. B. takes K. Kt's P.	25. Q to K. R's 7th
26. Q. to K. B's 2nd.‖	26. Q. to Kt's sq.
27. Q. to Q's 4th (ch.)	27. B. to Q's 3rd.
28. R. to Q. Kt's 6th.	28. Q. to R's 2nd.
29. R. to Kt's 7th (ch.)	29. Q. takes R.
30. B. takes Q.	30. R. to Q B's 2nd.
31. B. to K's 6th.	

And White wins.

GAME V.—BETWEEN THE SAME PLAYERS.

Remove White's Q's Knight from the board.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P to K. B's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. Kt. to K. B's 3rd.

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* A daring step to Castle on this side, under the circumstances.

† Few players could have resisted the temptation of throwing forward the Pawn; the move nevertheless is an imprudent one, as we shall soon see.

‡ A fatal necessity. After this disastrous retreat Black's game is no longer recoverable.

§ He could not take the Bishop with Kt., manifestly, because of 21. Q to Q. Kt's 7th (ch.), &c.

‖ An admirable counter-move. Simple, but irresistible, both for defence and attack.

3. Kt. to K. B's 3rd.	3. B. to K. Kt's 5th.
4. B. to K's 2nd.	4. P. to Q. B's 4th.
5. Castles.	5. Kt. to Q. B's 3rd.
6. P. to Q. Kt's 3rd.	6. P. to K's 3rd.
7. B. to Q. Kt's 2nd.	7. B. to K's 2nd.
8. P. to K. R's 3rd.	8. B. takes Kt.
9. B. takes B.	9. P. to Q's 5th.
10. Q. to K's sq.	10. Q. to Q. Kt's 3rd.
11. R. to Q. Kt's sq.*	11. Kt. to Q. Kt's 5th.
12. Q. to K's 2nd.	12. R. to Q's sq.
13. P. to Q. R's 3rd.	13. Q. Kt. to Q's 4th.†
14. K. to R's sq.	14. P. takes P.
15. P. takes P.	15. P. to K. R's 4th.
16. P. to Q. B's 4th.	16. Kt. to Q. B's 2nd.
17. P. to Q. Kt's 4th.	17. P. takes P.
18. P. takes P.	18. B takes P.
19. B. to Q's 4th.	19. R. takes B.
20. P. takes R.	20. P. to Q. R's 4th.
21. P. to Q. B's 5th.	21. Q. to R's 2nd.
22. Q. to K's 5th.	22. Q. Kt. to Q's 4th.
23. B. takes Kt.	23. Kt. takes B.
24. Q. takes K, Kt's P.	24. R. to B's sq.
25. P. to K. B's 5th.	25. Q. to R's 3rd.
26. Q. to K's 5th.	26. P. to K. B's 3rd.
27. Q. to K. Kt's 3rd.	27. Q. to B's 3rd.
28. P. takes P.	28. Kt. to K's 2nd.
29. Q. to Kt's 8th (ch.)	29. Q to B's sq
30. Q. to Q's 6th.	30. Q. to Q B's 3rd.‡

And after a few more moves, Black resigned.

GAME VI.—BETWEEN THE SAME PLAYERS.

Remove White's Q's Knight from the board.

EVANS'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.

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* The object of this move, unless it were to deter Black from pushing forward with his Q. B's Pawn, is not apparent.

† Taking the Q. B's Pawn, or playing P. to Q's 6th, was alike perilous.

‡ This is fatal. How White took advantage of the error may be left to the sagacity of the young player to discover.

6. Q. to Q. B's 2nd.*	6. Kt. to K. B's 3rd.
7. Castles.	7. P. to Q's 3rd.
8. P. to Q's 4th.	8. B. to Q. Kt's 3rd.
9. P. takes P.	9. Q. Kt. takes P.
10. Kt. takes Kt.	10. P. takes Kt.
11. B. to Q. R's 3rd.	11 P. to Q. B's 4th.
12. P. to K. B's 4th.†	12. Castles.
13. P. to K. B's 5th.†	13. Q. to Q. B's 2nd.
14. P. to K. R's 3rd.	14. B. to Q's 2nd.
15. Q. R. to K's sq.	15. B. to Q. B's 3rd.
16. P. to K. Kt's 4th ‡	16. Q. R. to Q's sq.
17. P to K. Kt's 6th.	17. Kt. to K. R's 4th.
18 P. to K. Kt's 6th.	18. Kt. to B's 5th.
19. P. takes B's P. (ch.)	19. K. to R's sq.
20. B. to Q. B's sq.	20. Kt. to Q's 6th.§
21. B. to K. Kt's 5th.‖	21. Kt. takes R.
22. R. takes Kt.	22. R. to Q's 3rd.
23. Q. to K's 2nd.	23. K. R. takes P.
24. Q. to K. R's 5th.	24. K. R. to B's 3rd.¶
25. R. to K. B's sq.	25. Q. to Q's 2nd.
26. R. to K's sq.	26. B. to Q's sq.
27 B. takes R	27. B. takes B.
28. B. to K. B's 7th.	28. R to Q's 6th.
29. B. to Q. B's 4th.	29. R to K. Kt's 6th (ch.)
30. K. to R's 2nd.	30. Q. to Q's 7th (ch.)

And White resigns.

GAME VII.—BETWEEN THE SAME PLAYERS.

Remove White's Q's Knight from the board.

SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.

---

* A favourite move of Mc Donnell's when giving the Kt. and playing this opening.

† If 13. $\frac{\text{P. takes P.}}{\text{Kt. to K Kt's 5th}}$, &c.

‡ Hazardous, but his position is such that he must do or die.

§ Well planned.

‖ It is clear that if White had taken the Kt. his opponent would have won the Bishop in return, by 21. P. to Q B's 4th (ch.)

¶ Black can afford to exchange even at some loss, and by this bold challenge, he completely paralyzes the attack.

4.	P. to Q. B's 3rd	4.	P to Q's 4th.
5	P. to K's 5th.	5.	Q. to Q. B's 2nd
6.	B. to Q's 3rd.	6.	B. to K's 2nd.
7.	B. to Q. B's 2nd.	7.	P. to Q's 5th.
8.	Q. to K's 2nd.	8.	P. to K. R's 3rd.
9.	Castles.	9.	B. to Q's 2nd.
10.	P. to Q. Kt's 3rd	10.	Q. to Q. Kt's 3rd,*
11.	K. to R's sq.	11.	P to K. Kt's 4th.
12.	P. takes K. Kt's P.	12.	K. R. P. takes P.
13.	P. to Q's 3rd.	13.	P. to K. Kt's 5th.
14.	Kt. to Kt's 5th.	14.	P. to K. B's 4th.†
15.	P. takes P. in passing	15.	K. Kt. takes P.
16.	Kt. takes K's P.	16.	B. takes Kt.
17.	Q. takes B.	17.	Q. Kt. to Q's sq.
18.	Q. to K. B's 5th.	18.	Q. to K's 3rd.
19.	Q. to Kt's 6th (ch.)	19.	Kt. to K. B's 2nd.
20.	P. takes P.	20.	Q. to K's 7th.
21.	B. to Q. R's 3rd.	21.	R to K. R's 3rd.
22.	Q. to K. Kt's 7th.	22.	Q. takes B.
23.	K. R. to K's sq.	23.	Castles.
24.	Q. R. to Q. B's sq.	24.	Q. to K. B's 7th.
25.	B. takes Q. B's P.	25.	B. takes B.
26.	K. R. to K. B's sq.‡	26.	Q. takes Q's P.
27.	R. to K. B's 5th.	27.	P. to Q. Kt's 3rd.
28.	Q. takes Q's Kt.	28.	R. takes P. (ch.)
29.	K. takes R.	29.	P. to K. Kt's 6th (ch.)
30.	K. takes P.	30.	Q. to K. Kt's 5th (ch.)
31.	K. to R's 2nd.	31.	Q. to K. R's 5th. §

Checkmate.

Black now threatens to gain a Piece by 10. P. to Q's 6th, and 11. P. to Q B's 5th dis (ch.), &c.

† Very well played.

‡ If 26. Q R takes B. (ch.), K. to Kt's sq. 27. Q R. to Q B's sq. Q. R to K. R's sq. &c.

§ Of the series of games between Messrs Morphy and Thompson at the odds of a Knight, Mr. M. is said to have gained six, Mr. T. three; and one *partie* was a drawn battle; but there can be no doubt that, had the latter played throughout this contest with the same determination and foresight he displays in Game I. and in the present game, Mr. Morphy's score would have been a very small one indeed.

ADDENDA AND CORRIGENDA.

Evans' Gambit.

Page 133.

On White's 7th move it should have been remarked that, instead of 7. P. takes P., a skilful amateur, Mr. Deacon, suggests the following course of play: 7. Kt to K. Kt's 5th / Kt. to K. B's 3rd, 8. Kt. takes K. B's P. / Kt. takes Kt., 9. B. takes Kt. (ch.) / K. takes B., 10. Q. to K. B's 5th (ch.) / P. to K. Kt's 3rd., 11. Q. takes B., and we have a situation of the Cochrane-Shumoff attack, with the advantage to White of having his Q. B's Pawn at Q. B's 3rd. If in this variation Black play 7. Q. Kt. to K's 4th, then ensues, 8. B. takes P. (ch.) / Kt. takes B., 9. Kt. takes Kt. / K. takes kt., 10. Q. to K. B's 5th. (ch.) / P. to K. Kt's 3rd., 11. Q. to Q's 5th (ch.), and 12. Q. takes B., &c.

Ibid.

At move 8 on White's side, we ought to have observed that, instead of Castling, White might play, 8. B. to Q. Kt's 2nd / Kt. to K. B's 3rd, 9. P. to K's 5th / B. to Q. B's 4th (ch.), 10. K. to B's sq. / Kt. to K's 5th., 11. B. to Q's 5th / Kt. to K. Kt's 4th., 12. Kt. to Q. B's 3rd., followed by 13. Kt. to Q. B's 4th., with a good game.

Page 135.

At Black's 7th move, it should be noted that if he play 7. P. takes P., then may follow, 8. B. to Q. B's 3rd. / P. to Q's 3rd., 9. P. to K's 5th. / Kt. to K. Kt's 5th., 10. P. takes P. / P. takes P., 11. R. to K's sq. (ch.), and White has the advantage.

Evans' Gambit Declined.

Page 142.

After Black's move of 6. Q. Kt. takes Q. P., the following variation should not have been omitted, 6. Q. B. to K. B's 4th., 7. P. to Q's 3rd. / K. B. to Q's 5th., P. to Q. B's 3rd. / B. takes Kt., 9. Q. to Q. B's 4th. (ch.), and White has much the better game.

PAGE 144.

Variation, "A," for "6 Q B. to Q. B's 3rd," read, "6. Q. B. to Q. R's 3rd"

PAGE 183.

For "Loud Lyttleton," read "Lord Lyttelton."

QUEEN'S BISHOP'S PAWN GAME.

PAGE 238.

In Game the Second, after White's 5th move, instead of "Jaenisch gives—5 P to Q's 4th," &c., read "Jaenisch gives—5. P. to Q's 3rd, but this admits of 6. $\frac{\text{B to Q B's 4th}}{\text{P takes P,}}$ 7. B to Q's 5th," &c.

KING'S BISHOP'S GAMBIT.

PAGE 349.

Variation on Black's 13th move, after White's 14th move, add, "Mr. Grimm appears to have overlooked the far more decisive move of 14. K B to Q's 3rd."

QUEEN'S KNIGHT'S OPENING.

PAGE 424.

After Black's 7th move, for "The best move for the attack, &c., is Q Kt to K B's 3rd)" read "The best move for the attack, &c., is, 7. Q Kt. to Q B's 3rd.'

APPENDIX.

PAGE 467.

Add to Variations on White's 58th move, "In the fourth and last place.—58. $\frac{\text{P to Q R's 6th}}{\text{P takes P}}$, 59. $\frac{\text{R to K B's sq}}{\text{P. to K's 6th.}}$, 60. R. to Q's 4th" and White ought to win.

PAGE 511.

Note * After "capture the second Pawn," add "or to play, 7. R. to K B's 3rd, then."

THE END. *

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